HAND JUMPER

Made by Aleph_Aeon

-Introduction-

Over a thousand years ago, inhuman beings known as Godlings occupied the top of the natural world, with some of them ruling over humankind as god-emperors while most of them were content to just be worshiped in seclusion. Despite being physical beings, they possessed power worthy of the realm of the gods, capable of turning a person to ash with a single touch or cursing a land barren for a hundred years, as well as being essentially immortal.

Such gods underestimated humanity's progress and used to have hybrid children with humans whose descendants inherited a little portion of Godling power, becoming the so-called Aberrants (or Blessed as they were known during this age). The Aberrants eventually outnumbered their forebearers a thousand to one and were the ones to lead the uprising against them. Unfortunately, after the fall of the Godlings, the Aberrants, with all their human cruelty, ambition, and thirst for power, replaced them as new tyrants.

But then the Aberrants, too, were swept away by the tide of humanity's progress. Thanks to the technological advancements of the Industrial Revolution and the population's exponential growth, ordinary humans all over the world managed to overthrow the Aberrants.

Nowadays, the Aberrants aren't the oppressors they once were but the oppressed instead. Fearing what might happen if the Aberrants were to ever again take power, every sovereign nation in the world keeps them under severe control and docile, making them fight amongst each other while they’re shunned and rejected by the rest of society.

After all, from the eyes of the ordinary people, the Aberrants wreak havoc on society with their strange, unthinkable powers that can kill with a single flick of their wrists, thus they must be regulated as much as possible.

To keep their power in check, the nation named Koryo (located where Korea would be on a mundane Earth) created laws to regulate these beings. Those aged between 10 and 18 years old, the period when Aberrancy manifests, must take an annual test that determines whether they're an Aberrant. Those who test negative are issued a Peace Card, which is required for those who wish to work, buy anything, travel, create an online gaming account, among other normal things.

Meanwhile, those who test positive are forced into the not-so-glamorous career of law enforcement and must conscript into the Aberrant Corps once eighteen.

Sayeon Lee is one such citizen who despises Aberrants due to her family. She's an extremely brilliant high school student whose goal is to become a criminal prosecutor, not for the money, but to make the world more just.
But things are going to change today, as she'll be revealed as an Aberrant herself in her final annual test, completely destroying her plans for the future.

You'll arrive here on the same day Sayeon will awaken as an Aberrant for the first time, a few hours before the Annual Aberrancy Testing in her school. Either you're an ordinary human, an Aberrant yourself, or even something more than both, you'll stay in this world for the next ten years. Good luck.

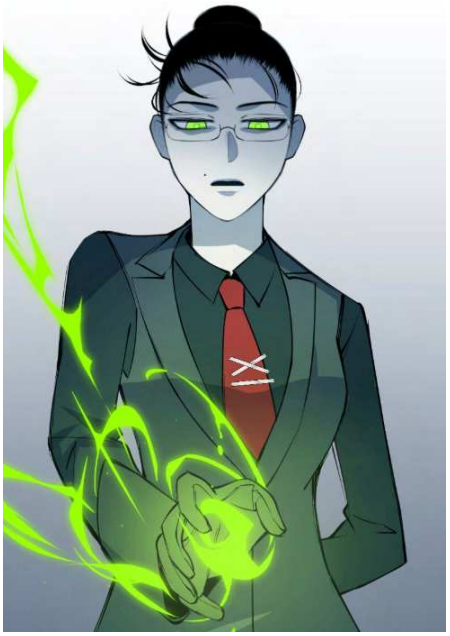
+1000 Choice Points (CP)

-Species-

You may choose one of the following species options.
Your gender is the same from your last jump and your age is 16+2d8.
Alternatively, for 50 CP you can choose both yourself.

1. **Human (+300 CP):** The famous default option, humans. This option is just the basic and common *Homo sapiens sapiens*, the current dominant species on Earth after both Aberrants and Godlings lost their position at the top of the world. By taking this option, you'll be an ordinary human being, completely powerless even if you have an Aberrant or even a Godling somewhere in your ancestry. Of course, being a regular human prevents you from taking basically every Essence and Gift-based perk in this jump, so I hope you know what you are doing. At least, you won't be part of the oppressed class of society and maybe there are some special possibilities for you too.

2. **Aberrant (Free):** Currently, while they're still incredibly dangerous, Aberrants are very rare, with their population all around the world being the lowest it's been in six hundred years. Either you have an immediate relative who is an Aberrant or not, you're also an Aberrant yourself. As an Aberrant, you're essentially a human with a trace of Godling blood (or blessing) in your body, which is the source of your power.

   In summary, Aberrants like you are able to utilize their life force, known as **Essence**, to amplify their physical attributes, such as speed and strength, over ten times. They aren't only stronger and faster than ordinary people, but each Aberrant also has a different powerful ability known as **Gift** that they can trigger while their Essence is activated.
   Both your **Essence** and **Gift** will be better explained below.

   Furthermore, as an Aberrant, you'll be one of the oppressed in this world's modern society. This means you'll be forced to follow one of two possible paths. One, you'll need to join the Aberrant Corps. Two, you can instead evade conscription and begin living outside the law, probably being forced to join a gang eventually, as it's nearly impossible for an Aberrant to survive on their own due to the inability to get a regular job or even buy groceries in ordinary stores without the right identification.

3. **Godling (1000 CP):** The age of the Godlings ended many centuries ago, but not all of them were killed by humanity's armies. Some of them shed their physical forms and now exist as incorporeal beings while others kept their original bodies but went into hibernation, hiding away in remote locations around the world. You aren't one of the insignificant humans, but, in truth, you're one of the few Godlings who remained dormant for hundreds of years.

   As a Godling, you're an ageless being whose power is worthy of being called godlike, as even the weaker Godlings are orders of magnitude stronger than the strongest Aberrants. After all, the Gifts are mere pale imitations of the unique abilities possessed by humanity's gods. If the legends are to be believed, by wielding the power of Essence on an extreme level, Godlings were capable of divine feats like cursing a land barren for a hundred years, turning a single human to ash with a single touch, communing with the forests themselves and even becoming one with part of the sea.

   Unlike Aberrants, your appearance is distinctly inhuman, which can range from being hideous and monstrous to being terrifyingly beautiful to the point that the vision of you could drive weak-willed humans to tears. You're free to customize your appearance as long as it doesn't bring any direct benefit and is clearly inhuman. Some examples of Godlings include a mermaid with glittering scales, a statue-like angel, a disfigured person, and a humanoid

being made of light. Regardless of your appearance, the only trait all Godlings, including you, share is having concentric circles covering their colored eyes.

Additionally, Godlings are higher beings whose very nature is fundamentally inhuman. This, combined with the fact that most of them have lived for millennia and accumulated wisdom beyond what any mortal could hope to achieve, causes them to not see the world or feel emotions in the same way as humans do. As you're paying a special price, you don't need to worry about losing your humanity or emotions by becoming a Godling.

Finally, as an ancient being, your age is over a thousand years at least, with you only having awakened in the moment you first arrived here in this world. Lastly, depending on your origin, you might be a secret ally working for the organization you're part of or you might be hiding among humankind if you have some ability that allows you to disguise your true nature, but it's up to you to decide the fine details about your backstory.

+Half-Golding (+600 CP - Requires Godling): Unlike humans, Godlings were neither collaborative nor social. They were proud, solitary beings who rarely had families and even more rarely sired Godling children. After all, Godling children would also be immortal and would grow up to become threats. Due to this, it was much more common for Godlings to sire Half-Godling children with humans.
As such Half-Godlings were tainted with human blood, they were neither as powerful as pureblooded Godlings nor very Godling-like in appearance, having a few inhuman traits only. Usually, the hybrids weren't accepted by Godlings as their own, so they used to join human society and start human families, with their human children inheriting a portion of Godling power and essentially being first generation Aberrants.
In reality, you aren't a pureblooded Godling, but a Half-Godling instead, the child of a Godling that discreetly awakened, mated with a human, and went into hibernation again briefly after you were born. As mentioned before, you're considerably weaker than your godlike progenitor, but your Essence and potential raw power is still on par with some of the strongest Aberrants. Furthermore, while you're not immortal, you're blessed with longevity, being able to easily live past a century while maturing at the same speed as a regular human and remaining in your prime for most of your lifespan.

-Origins-

Any origin can be taken as Drop In.
Each origin is divided into different “sub-origins”, with the only exception being the **Ordinary Citizen** origin.

1. **Corps Member (Free):** The law determines that every 18-year-old who has been diagnosed with Aberrancy (and is deemed strong enough) must join the Aberrant Corps, a government funded crime fighting force almost exclusively made up of Aberrants. In the Corps, they'll become enforcers of the law, protectors of the people, and use their powers for the (supposed) good of society, with their main duty being to take on the dangers that ordinary lawmen cannot, like criminal Aberrants, gang violence, Rapture addicts, and even godlike threats. After all, in a world where powerless people live together with the living weapons such as the Aberrants, where would modern society be if not for the Aberrant Corps to regulate them?

   Regardless if you joined them willingly or not, you’re a member of the Aberrant Corps, either as an Aberrant recruited upon turning eighteen, or as a human sent to join the Corps by order of the government for some reason.

   Furthermore, the members of the Corps are classified using a numerical system that goes from Level 1 to Level 10, with members from the Levels 1 to 5 being classified as trainees and the members from Levels 6 to 10 being officers. The members of the Corps advance in rank by gaining points through achievements in the field or, in the case of trainees, through challenges hosted by a high-ranked instructor. Considering this, you’ll need to decide your current position within the Corps, as this origin is divided into three different “sub-origins”.

Blue Tie: You've just recently been recruited to the Aberrant Corps, being part of the same generation of trainees as Sayeon. You'll start in front of one of the three headquarters of the Corps of your choice (I advise you to pick the Third HQ as this is the one where Sayeon will be), where your phone and money will be confiscated and you'll be welcomed by your new instructor.
During your trainee years, you're supposed to learn how to effectively fight and how to conduct patrols under the guidance of a mentor, but, to be honest, your superiors won't be expecting you to survive, as the trainee years have a high fatality rate of 80%.This is even worse in the Third HQ, as Blue Ties like you are currently being used as bait to attract and get information from criminals.
Lastly, your age is changed to 18 years old like all other baby Blue Ties.

Red Tie: You're among the lucky 20% of your generation that managed to survive past the trainee years, as you recently have reached Level 5 and thus became a full-fledged official. As a proper officer, you're expected to do at least the bare minimum, but, if you don't want to stagnate, you'll need to keep taking dangerous missions to advance to higher levels.
Fortunately, you'll begin to receive a wage and have more rights like being able to own properties or having days off, that is, the sort of mundanities that trainees can't have.
Your starting location will be a HQ of the Corps of your choice, with your working under the orders of its respective Level 10 captain.

Yellow Tie: Despite their superhuman condition and supernatural powers, it's not every Aberrant that does well in direct combat, especially those with Yellow Essence. Fortunately, the Corps (sometimes) recognize that it's not smart to classify someone's worth based only on their fighting prowess, so such Aberrants have a separate designation and tend to work the more "boring" jobs, becoming healers, negotiators, ~~executioners,~~ and supporters in general.
You're one of such officers, even if you don't have Yellow Essence. Like the **Red Tie** origin, you'll be a Level 5 officer, starting in one of the Corps' HQs, maybe even working with the angelical chief medical officer Hayoon.

2. **Criminal (Free):** The other option for the Aberrants that wish to escape the Aberrant Corps and not work for the single greatest eradicator of Aberrants in the modern era is to live outside the law, becoming wanted criminals who are almost always forced to join a gang to survive. Either you're a rogue Aberrant or an ordinary human that simply became a criminal for your own personal reasons, you've joined one of the main crime syndicates of the country. Of course, you must be aware that the social hierarchy is often flipped in the criminal underworld, with the Aberrants standing at the top thanks to their power. You'll need to decide which faction you joined, as this origin is divided into four different "sub-origins", one for each crime syndicate.

Sea Wolf: The Sea Wolves are hired guns and smugglers, with their syndicate being the single largest transporter of guns, banned goods, people, and most other illegal resources, both across, out of, and into the country. As a result, the wolves are hugely influential in port cities. They're also a highly organized, territorial group, with their own written laws, such as the one that explicitly says that Aberrants stand at the top of their hierarchy, while regular humans stay at the bottom. Because they are so well-organized, the wolves are also predictable and normally don't mess with anyone, as long as they aren't provoked first. Even the Aberrant officers don't consider them that difficult to handle.

You're a recently recruited Sea Wolf, having been hired to serve as another guard of the precious cargo transported by them or even to act as an assassin if you're deadly enough. Lastly, you're not allowed to carry a blue handkerchief in your front pocket yet, because only their top dogs are allowed to do so and you're still far from becoming one of their captains. You'll start in one of their territories.

Begonia: The Sea Wolves are stable, organized, and, best of all, predictable. Meanwhile, the Begonia Group is the opposite: unstable, violent, and, to top it all off, they've been killing officers in the streets lately. The main activity of this group is the production and distribution of Rapture, to the point of them being the biggest supplier of it in the country. For some reason, they started to produce so much Rapture recently that they're selling it overseas too. In addition to their Rapture-related businesses, they also diversify their operations, having other branches as well, like gambling dens, cockfightning rings, bars, and nightclubs.
While you're committing random crimes, a high-ranked Begonia saw your potential and decided to recruit you. Initially, you'll be just another one of their grunts, but, if you show results, you'll be able to quickly be promoted. You'll start in one of their hideouts.

Member of the Concordat: A long time ago, a historical warrior started to shelter Aberrants in need and, many generations later, his descendant runs the third largest crime syndicate whose main purpose is still to help their kind. You were one of the many Aberrants that were sheltered while they were children in one of the Nests managed by members of the Concordat, so, to return the favor, you joined their ranks.
The Concordat is the most neutral group in the criminal underworld. After all, the Concordat is, first and foremost, a network of shelters in the business of selling safety and stability for those who want to survive but don't want to join a gang. Your starting location will be one of the many Nests that might or not be raided by the Corps soon.

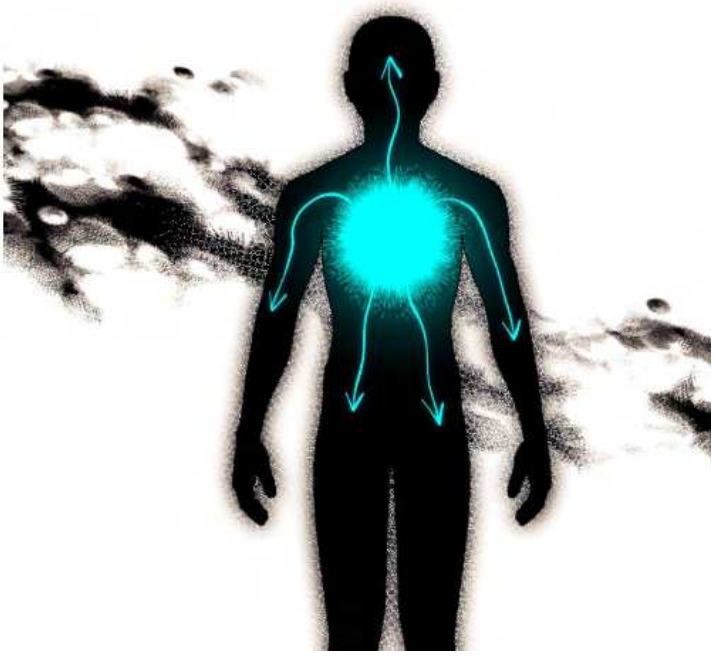
Member of the Crimson Society: Founded by the eldest daughter of the Sea Wolves' former vice president, the Crimson Society is a relatively new crime syndicate whose focus seems to be contracted murders. Despite their fast growing influence, they're a very reduced group that is closer to a "family" than just another gang of thugs. This also helps them to stay under the radar of the Aberrant Corps, at least, for now. You've been recruited by the leader Red as the newest member of the family, even receiving a color as your codename. You'll start at their hideout.

3. **Ordinary Citizen (Free):** In this world of superpowered law enforcers and criminals, you're just an ordinary citizen, either as a mundane human simply enjoying your privileges or as the first Aberrant who managed to fool the Corps and hide your true nature. You'll have access to all those mundane things that most Aberrants are unable to have, like opening a bank account, having normal jobs while protected by labor laws, owning and renting properties, suing and getting sued, and even being able to legally have a family. You may start in any city of the country.

-Perks-

Each perk is discounted by 50% to their respective Origin.
Discounted 100 CP perks are free.

General Perks:



Essence of Life (Free for Everyone, Can't be taken by Humans): All lifeforms in this world have Essence, including mundane humans that don't have a single drop of Godling blood (or blessing) in their veins. For them, Essence is simply fuel for basic life functions, with most organisms having miniscule reserves of it, only the bare minimum for them to live. This is where the difference between regular living beings and Aberrants comes from, as the latter can decide what to do with their Essence, as well as naturally having large reserves of it. There's three ways that Aberrants can use Essence.

The first way is activating their Essence, which causes their eyes to glow and puts them in a state of enhanced speed, strength, reflexes, and regenerative ability, essentially making them superhuman. As a general rule, an Aberrant with activated Essence has their base physical attributes multiplied by at least ten times, with the average Aberrant being capable of smashing through stone with their bare hands for example. Novices tend to waste Essence by circulating it evenly throughout your entire body to reinforce themselves, meanwhile, Aberrants with a minimal amount of training concentrate it where it needs to be strongest, like their arm when they need to punch or their legs when they need speed.

Furthermore, an Aberrant in that state of activation also passively projects an aura that can be felt by other Aberrants and even by regular humans if it's too powerful. The aura that an Aberrant projects is also a reflection of how they feel. A happy person's aura might feel as light as a cloud of gauze. An enraged person's aura

might project aggressively and spin in a chaotic vortex. Someone who isn't feeling strongly at all will project next to nothing. However, while it's possible for someone to conceal their own aura if their Essence control is advanced enough, it's said to be impossible for an Aberrant to fake their aura. If an Aberrant wants to project an aura with killing intent, they must have said killing intent.

The second way for an Aberrant to use their Essence is by triggering their Gift, but this will be better explained in the **Aberrant Gift** perk.

The third way is their healing ability. Despite their enhanced condition while in the state of activation, Aberrants don't automatically heal but, instead, they need to have a clear mind and focus on their Essence to recover from damage. However, healing is a super inefficient process, even more than triggering their Gift, as an Aberrant basically has to flood your entire body with Essence every single time they want to heal any damage, regardless if it's a small wound like a teensy cut on their face or a more serious injury like a stab in their lungs.
Aberrants can take a considerable amount of damage and perfectly recover from it given enough time (and energy), like how a skilled, rested Aberrant can recover from getting stabbed on the neck and on the lungs by spending all of his Essence, but even the Aberrants' healing factor has limits. The main limitation is that Aberrants can't regenerate detached limbs, only reattach them. Furthermore, a bullet to the head, a blade through the heart, and decapitation mean instant death, even for Aberrants. Only one known Aberrant has enough Essence Control and healing factor to survive having her heart destroyed and still recover perfectly from it afterwards.

As an Aberrant yourself, you have your own inner reserve of Essence to use as you want, putting you on par with the average Aberrant, but you'll begin as a novice like the Level 1 trainees when it comes to handling and controlling it.

The amount of Essence you can utilize at once will be pretty limited at the start, but, by practicing, exerting your Essence and putting strain on your body, you'll be able to tap into more and more of your reserve. If you try to force your body beyond your limit before your body is able to handle the surge of power, you'll break as this excess of energy isn't natural to you. After all, as an Aberrant, you're more human than Godling.

Alternatively, if you're a **Godling** instead, you'll start considerably more powerful than this, with your current Essence Capacity and Control far surpassing even the strongest Aberrants. This is basically the power level of the average Godling, so perks like **Enhanced Essence Capacity** and **Enhanced Essence Control** will appropriately stack with your godlike base level. Meanwhile, **Half-Godlings** will be weaker than pureblooded Godlings, but their base power will still match that of Level 10 Aberrants.

Aberrant Gift (Free for Everyone, Can't be taken by Humans): What makes the Aberrants feared isn't just their superhuman physique, but mainly their Gifts, that is, supernatural abilities that allow them to kill mundane people with a single flick of the wrist. As an Aberrant yourself, you have your own Gift that you can trigger while your Essence is activated, consuming more energy than reinforcing your body but far less than your regenerative ability.

You're free to fully customize your Gift's effects, capabilities and complexity, but it must be within the level of other regular Aberrants. The Gifts are categorized by the color of their user's Essence, each with their own properties and nature, so you also must choose which color is your Essence. There are eight types of Essence, which are, from most common to rarest:

- **Yellow Essence:** This Essence is known for being intangible when manifested, with it affecting and potentially controlling the Essence of others. Most Yellow Gifts are based around giving others their Essence, either to strengthen or heal them, or negating opposing abilities. Some examples of Yellow Gift includes the **Living Battery** (this Gift allows its user to give others a huge amount of Essence through physical contact, with the longer the user "charges" their Gift, the more Essence they're able to give) and the **Touch of "Life"** (that allows its user to transfer their Essence to heal others effectively);

- **Orange Essence:** This Essence is intangible and affects physical objects. This is the most variable of the Essences. Many of its abilities are long-to-mid range, and applicable in a large range of situations. Some examples of Orange Gifts are Iseul's **Telekinesis** (which allow to float and manipulate several small objects at once), **Essence Pyrokinesis** (that essentially transforms the user's Essence into fire that burns as long as they hold

concentration), **Essence Wings** (that grants small wings made of Essence to objects, people or even the user themselves, which grant them incredible speed and limited flight proportional to the user's Essence Capacity), and Gyeon Clan's **Essence Bombs** (that grants the user the ability to create explosive orbs whose destructive power is based on how much Essence is used to make them). Orange Gifts don't require physical contact to work in most cases, like how a user of Telekinesis simply needs to release their Essence and envelop the targeted objects with it for it to work;

- **Blue Essence:** This is the first type of tangible Essence whose main usage is to create objects. This is arguably the least variable of all Essences, as basically every Blue Gift is based around generating some specific type of energy construct. The user doesn't need to stay in contact with the constructs created from Blue Gifts to maintain them as long as they're within their range, but they still consume energy to stay manifested. Some Blue Gifts include **Shield Generation**, **Essence Spear**, **Essence Ribbons**, **Essence Shards**, and **Essence Rapier**;

- **Green Essence:** This Essence is tangible and enhances the user's body by generating constructs. This is the type of Essence whose effects most overlap with those of other types, like how all the known Green Gifts also create tangible constructs like Blue Gifts and a single Green Gift also has a special effect over objects it hits in a manner similar to Orange Gifts. However, the constructs of Green Gifts must remain connected to the user while their special effects require physical contact. Some examples of Green Gifts are **Essence Armor** (that basically creates a body armor out of Essence that enhances the user's strength and durability), **Essence Blades** (that creates blades on the user's arms), and **Explosive Slashes** (that creates a blade connected to the user that explodes anything it cuts, with this being the Green Gift similar to an Orange Gift);

- **Red Essence:** This type of Essence is intangible and augments the user's body in diverse ways. Surprisingly, this is the least known type for us, with the exception of a special type of Essence. The only known Red Gift is **Blood Manipulation**, which can be used to shoot projectiles made out of the user's own concentrated blood, shape their blood into spikes, or even greatly amplify their physical condition far beyond what is possible for other Aberrants.

- **Purple Essence:** This Essence is intangible and it's focused on distorting perception or, as one could say, on the trickery of the senses. Some examples of Purple Gifts includes **Perfect Disguise** (that grants the user the ability to project an illusion over themselves, allowing them to perfectly replicate the appearance of another person, as well as replicating their voice and their Essence), **Illusion Clones** (that allows its user to creates multiple illusion

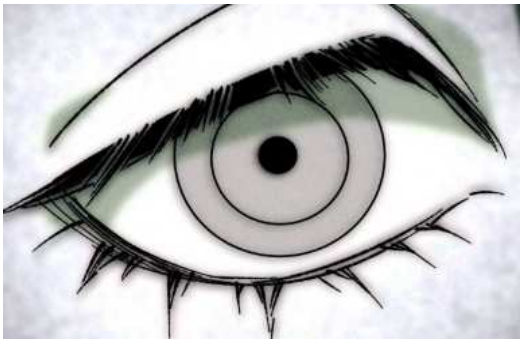
clones of objects or people), Father Hope's camouflage Gift (that allows him to project a barrier that turns him and others invisible, to the point of even hiding their auras, but still need to exit said barrier to attack), and **Despair Field** (that induces feeling of fear and despair on others);

- **Teal Essence:** The rarest and weirdest type among Aberrants, this Essence is intangible and allows for a vast array of Gifts. Often random, always impossible. Essentially, all Teal Gifts grant weird and usually unexplainable abilities, like speaking with birds or supplanting another body's mind with the user's own. The abilities granted by such Gifts are random, impossible, and not always practical in combat. The main example of a Teal Gift is Sayeon's own Gift, **Time Reversal**, but, before you think you can have that power too, you'll need to purchase the **I, Chronos** perk in order to get access to the power of manipulating time. After all, there is only a single source of such power in this world

- **White Essence (Exclusive to Godlings):** The purest type of Essence and the most powerful of them all. The White Essence is the one that belonged to the Godlings, with their divine powers essentially being their Gifts, but, since there's no Godlings anymore, humankind ended up forgetting what this divine Essence used to do and what properties it had. For the sake of this jump, White Essence can basically have the properties of any of the other seven types, or even a mix of them.

Lastly, before you decide what your Gift will be, you need to know that nobody's Gift is perfect on its own, unless you're a Level 10 Aberrant or a god. Every Gift has some kind of innate tradeoff or flaw.

Do you have telekinetic abilities capable of manipulating several targets at once? You won't be able to exert much strength and will only be able to levitate lighter objects. Do you have the power to create perfect illusions to change the target's appearance? You'll only be able to cast illusions over yourself and affect two or three senses at best. Are you able to create considerably powerful constructs made out of Essence? The number of constructs you can make at once and your range will be severely reduced. Do you have the power to rewind time? The time needed for your Gift to recharge is at least the same time you rewind. It's also worth noting that this is also noticeable in the case of Blue Gifts, since all Gifts of this type are limited to a single type of construct.



Lucy's Eyes (50 CP - Free for Godlings): While Godlings were truly inhuman beings while their hybrid offspring had a few inhuman traits, almost every Aberrant is completely human in appearance despite their heritage, but this isn't the case of every one of them. Some Aberrants (and even some ordinary humans that have a Godling somewhere in their ancestry) are rarely born with special, ringed eyes. This type of eye has been named "Lucy's Eyes" after Lucy Stolbek, the legendary silent film star who became famous exactly due to her beautiful eyes.
Regardless if you're an Aberrant or an ordinary human, you're also one of the lucky ones who were born with these eyes. You can toggle this perk on or off at the start of each jump. Alternatively, if you're a Godling, then your version of Lucy's Eyes will be the pure variant of ringed eyes displayed by your fellow Godlings. Post-jump, you won't need to worry about people thinking your eyes are strange or having a negative opinion of them.

Generically Attractive (50 CP): There are several remarkably attractive Aberrants in this world that could even be models or idols in a mundane world. In the same way as Captain Han and Sayeon, you're quite attractive too, but in a really generic way and not very memorable for most people. While you aren't blessed with a "clearly 10/10 appearance", the true value of this is that people tend to consider you less of a threat than you really, like how almost no one takes Sayeon seriously until they notice how much of a psycho she can be or how unaware people wouldn't notice that Han is the strongest Aberrant of today. Maybe the unassuming ones are the ones who rise to the top?
This perk can be turned on or off at the start of each jump.

Enhanced Essence Control (50 CP/200 CP/400 CP - Requires Essence of Life): The first trait that makes Aberrants special compared to the more mundane living beings is their control over what to do with their Essence, but not all Aberrants have the same amount of control over it. By default, you'll start this jump as a complete novice in controlling your own Essence, barely capable of activating your Essence and unable to use your Gift, like Sayeon right before she first awakened as an Aberrant, but, by taking this perk, this situation changes.

For **50 CP**, like Iseul and most of the Corps trainees, you didn't just find out you were an Aberrant yesterday, meaning you had at least a few months to mess around and practice with your Gift in secret. You can consistently activate your Gift by using a specific movement as a trigger, like clapping your hands or snapping your

fingers, which helps you to channel all your energy for it. You can also activate your Essence at will (but with little precision of which parts you enhance at once). You're also able to condense your aura to prevent it from spilling to large distances while you're feeling strong emotions. This first tier is **Free** for **Officers** because this is the bare minimum of what is expected from someone like you who managed to survive your trainee years.

For **200 CP** instead, you've actually received extensive training, putting you on the same level as Min, Juni, and other considerably talented Aberrants. While your skill at wielding your Gift is combat isn't affected by this, you're able to easily activate and control your Gift even without a trigger (but using a trigger is still more reliable). You can easily activate your Essence and concentrate it only on the body parts you want, but keep in mind that some of it will still escape into the rest of your body and get wasted. After all, nobody has perfect control over their Essence.
Your control over your aura is also equally impressive, as even if you were projecting an overwhelming aura, you would still be able to keep it just around yourself to the point only those very close to you or with heightened perception would be able to sense it.

Finally, for **400 CP** instead, you'll be a truly miraculous prodigy that achieved an unprecedented near perfect level of Essence Control. You possess ultra-precise control over your Essence as well as extraordinary efficiency with it, preventing you from wasting even a minimal amount of it while strengthening your body or using your Gift. For example, while punching someone, you would be able to precisely enhance only the muscles and other parts needed for it. Your control over your aura is also basically perfect, as you'll project only what you want to. This means that you'll be the first Aberrant in all of history to be able to fake your feelings through your aura. At this level, you could basically reach the ranks of the Level 10 Aberrants thanks to your sheer Essence Control. Even if you had extremely low Essence Capacity, you would still be able to fight properly as any average Aberrant simply due to how efficient your abilities are.

Enhanced Essence Capacity (100 CP/200 CP/400 CP - Requires Essence of Life): The second trait that makes Aberrants special compared to the more mundane living beings is their large reserves of Essence, but not all Aberrants have the same amount of it. To make things worse for the unlucky ones who have little Essence from birth, while an Aberrant can learn how to control their Essence better and become able to tap into more and more of their reserve, their maximum Essence Capacity will remain constant for their entire life.
By default, your Essence Capacity will be that of the average Aberrant, which is already pretty, as you'll probably be able to use your Gift at its maximum potency for a few big attacks before exhausting your reserves once you reach your peak. But, if you aren't satisfied with average reserves (or if your Gift is more energy intensive than most), then this perk is for you.

For **50 CP**, your Essence Capacity will be above average, with your reserve being comparable to Sayeon's, to the point you could easily use an energy intensive

Gift like **Time Reversal** a few times a day before exhausting yourself. You also have so much Essence that, if you release all of your aura, any Aberrant within five blocks could detect you, even those with poor sensory abilities.

For **200 CP** instead, your Essence Capacity has been enhanced to reach the level of the Sea Wolves' youngest and most reckless captain, Yesol Na. Like hers, your Essence Capacity is downright incredible. Considering your monstrous amount of Essence, you'd need to recklessly use it for one or two fights without rest while constantly reinforcing your entire body at once in order for you to begin to exhaust your reserve.

Finally, for **400 CP** instead, you'll be a truly miraculous prodigy that was somehow born with an unprecedented abnormally massive amount of Essence, far surpassing the previous tier and already rivalizing some of the weakest Godlings when it comes to raw Essence Capacity. You could fight a few battles in a row while recklessly wasting your Essence and your reserves would be merely lowered to the level of Yesol Na's. At this level, you could basically reach the ranks of the Level 10 Aberrants thanks to your sheer Essence Capacity. Even if you had extremely poor Essence Control, you would still be able to fight properly as any average Aberrant simply by using your absurd reserve of Essence to make up for this.

I, Chronos (300 CP - Requires Aberrant Gift): Among all Godlings that survived the end of their age, there's a special case of a Godling that exists on a higher order than even its fellow gods. This Godling who manifests as a giant eye has authority over time itself, having tasted life's sweetest fruits and witnessed the greatest tragedies, again and again, as many times as it wanted. As time held no meaning for it, it began to trade away portions of its power to people whose time meant everything in exchange for humanity, for the chance of experiencing the world as humans do. Curiously, no Aberrant who received such power allowed their ability to be recorded in history.

The latest human who made a deal with the Eye was the legendary career criminal Sara Lee, Sayeon Lee's mother, granting her the power to travel through time (which Sayeon later inherited albeit in a diluted, far weaker version).

Either you're the third child of Sara Lee or the descendent of another human who made a deal with the Eye, the power of that Godling runs in your veins, allowing you to have the power to manipulate time itself by using your Gift. The way how your time manipulation works varies according to your Gift's color. A Blue Gift could cause greatly accelerated aging to anything that your constructs hit, a Red Gift could speed up your personal time, and a Teal Gift could rewind short periods of time. Regardless of your Gift's temporal ability, one thing is common is that your Gift will be far more energy intensive than before.

The Perfect Gift (300 CP - Requires Aberrant Gift, Free for Godlings): Nobody's Gift is perfect on its own, but you're an exception to this rule. Either you're a Level 10 Aberrant (or have the potential to become one) or you're a god, your Gift is truly worthy of being called "perfect", not having any innate tradeoff or flaw.
The best example of a Perfect Gift is Penrose's **Reality Manipulation**. Like all other Purple Gifts, Reality Manipulation also leads in trickery of the senses by conjuring perfect illusions, but, while lesser Gifts of the same type can only affect two or three senses in a very limited scale, Penrose can manipulate all senses at once in a fairly large range and thus perfectly manipulate his opponents' sense of reality.

Other types of Gifts will also have similar superiority to their lesser variants. For example, a Blue Gift could probably create countless strong constructs within a large range while a Green Gift could switch between which physical attributes the user wants to enhance (or simply enhance them all to a similar degree).

Alternatively, your Gift could instead have a single, extremely powerful ability instead of not having some tradeoff. An example of this would be a Purple Gift capable of mentally manipulating, hypnotizing and even mind controlling strong willed people by conjuring optical or even auditory illusions with subliminal images/patterns.
In this case, the Perfect Gift would still keep some tradeoff or flaw, but it wouldn't be too significant considering its sheer power.

Lastly, just because you have a Perfect Gift, this doesn't automatically make you as powerful as Level 10 Aberrants. You still have a long way to go until growing strong enough to handle and control this power effectively.

Aberrant Demigod (400 CP): The Level 10 Aberrants are the closest thing their kind have to the Godlings, however, a single Level 10 Aberrant was special, the previous Head of the Aberrant Corps, Aera Son, better known as the Divine Witch. She likely was the strongest Aberrant in modern history, being a 10 among 10s, and arguably the closest to the Godlings somehow. Whether she actually had some special trait that made her so special or not is yet unknown, but, in a way similar to her, you're simply "built differently".

While all Aberrants are more human than Godling, you seem to be a little bit more Godling than others (even if you're a human). Maybe you're the descendent of a particularly powerful Godling (as this is the case if you're a **Half-Godling** or even a **Godling** yourself), but this doesn't matter right now. As a result, your physiology is naturally adapted to lead with your large amount of Essence, so you won't need to dedicatedly practice to utilize it fully and your body won't suffer any damage due to overusing your Essence.
Of course, while you can already tap into your complete reserve Essence and use it to its fullest, you can still train your Gift, your Essence Control, and your body to become stronger. Additionally, like how regular Aberrants can train their bodies to handle their excess Essence, you can slowly build up your resistance to any inner energy you have, as long as you don't force yourself too much and it's not something you forcefully absorbed.

As a last benefit, this perk also works as a Capstone Booster, with your special physiology also enhancing the power of every 600 CP perk you have purchased in this jump.

Corps Member Perks:

Formal Training (100 CP): Either you're a recently recruited trainee or a full-fledged officer, you have already received the basic and essential training for a member of the Corps like you. In addition to the basics of investigation and patrol, enough for you to be able to investigate crimes on your own if needed, your training also involved self-defense and combat training. Your hand-to-hand combat skills are comparable to Sayeon's after her training with Min, allowing you to hold your own against ordinary humans with ease. Of course, while your training also gave you a basic skill at wielding your Gift (if you have one) in combat, it'll be a completely different case if you try to fight a Rogue Aberrant.

The Judge Hand (200 CP): It's not uncommon to find people that can sense when someone isn't being honest, but, within the Corps, there is an officer who stands out thanks to her near-flawless ability to tell truth from lies.
This officer is Miyeon Sang, the instructor of the current trainee batch at the Third HQ, and you, my friend, share this same lie detection ability. Either by luck, the ability to sense emotions through their aura or even some natural instinct, you're capable of immediately detecting when someone is lying to you, no matter if they're bad at lying or if they lie as naturally as they breathe.
Obviously, this ability just reveals their lies and won't give you any knowledge about the truth, so it'll be up to you to discover it. It also works on half-truths, but won't work on false facts that the person believes to be the truth.

One Person to Raise the Team (400 CP): When a member of a team fails, it's their team that suffers the consequences, but it also takes one person to raise the rank of their entire team. This is how things work in the real world and they seek to emulate that within the Corps for the trainees. Yet, despite the importance of a team, there's no guarantee that your teammates will be as good as you when it comes to teamwork. Fortunately, this perk changes this.
Your teamwork skills will now extend to your teammates and other allies that are currently working alongside you, with them benefitting from any teamwork-related perk you might have. Basically, if you excel in teamwork, then your teammates will too. Of course, even if your allies are good at teamwork, it doesn't ensure they'll be willing to support you or be useful in general, so, as an added bonus, you're also skilled at convincing your teammates to be useful for the good of the team and whatever shared goal you might have.

Essence of a Leader (600 CP): The former Head of the Aberrant Corps, Aera Son, the Divine Witch herself, was probably the strongest Aberrant of the modern era, but it wasn't her power that made her scary and a real threat to the authorities. Unlike her predecessors who were known for being antisocial, Aera was likable and her absurd charisma made her considerably popular with both her coworkers and the general public. She was not only a powerhouse, she was a charismatic leader who had all the needed qualities to one day become the people's voice and this is what truly scared the authorities.

She had this kind of essence of a leader and you, my friend, share this exact same essence. To begin, you naturally fit in the role of a leader perfectly, innately having very good communication skills, excellent emotional intelligence to understand the actions and motivations of the people around you, good coordination skills, and other related leadership skills. However, what truly makes you terrifying is your absurd charisma and likeability. In addition to being highly charismatic in general, even your acts that would usually be seen as negative will instead be seen in a positive light by other people as long as you aren't harming them or going against their personal code in some way. The best example of how this works is Aera's arrogance that, backed by her power and absolute confidence, used to make people admire her instead of making them think of her as just another arrogant captain.

Blue Tie Perks:

Hunger For Points (100 CP): In order to raise your ranking in the Corps, you'll need to earn points, through missions, achievements in the field, or even challenges hosted by a high-ranked instructor. However, it's not every mission or achievement that will earn you the same amount of points, so, if you want to graduate into a full-fledged officer as soon as possible, you might need to give priority for more rewarding missions or take some risks. Fortunately for you, you have a sort of sixth sense for how many points you'll get in each mission or for each feat you may achieve. Post-jump, this sixth sense will expand to make you aware about how much your actions will positively affect your reputation with the organization/group/faction you're part of. However, keep in mind that this doesn't tell you about how much each action might negatively affect your reputation or relationship with others.

Until Someone Punches Their Faces (200 CP): Even if Aberrants might be able to heal most wounds, there's no avoiding the pain that comes with them. But, while pain distorts your thinking and makes you slow and irrational, it isn't something real. Pain is all in your head, an intruder that you've already conquered. While you still feel pain normally, you're highly resistant to it, preventing it from slowing you down due and allowing you to remain completely rational even with serious injuries, like being pierced or having bones broken. However, while the pain of a punch in the face won't affect you, keep in mind that a possible concussion will still affect your thinking.

A Life Filled With Extraordinary People (400 CP): It might seem normal for you, but you tend to have a pretty extraordinary life when it comes to the people that surround you, as if fate itself conspired to ensure you're going to regularly meet several powerful and important people, like high rank officers, politicians, career criminals, and even other Level 10 Aberrants in general. For example, you may accidentally meet a disguised Level 10 officer and borrow his phone to call your friend. Not only this, but you also seem to always leave at least a minimally good impression on such extraordinary individuals, to the point that you might find you interesting enough to be worthy of their respect even if they're hostile to you. You can turn this perk on or off at will.

The King Piece (600 CP): Sayeon is probably the weakest combatant of her team, but, despite this, she's still her team's most valuable and trusted piece, even without taking into account her **Time Reversal**. She managed to put herself as her cell's leader by using her frightening yet beautiful manipulation and scheming skills and you, my friend, are an expert manipulator and schemer on par with her, capable of devising plans to allow a criminal to escape without leaving any trace of your influence as well as manipulate people in diverse ways to earn their trust/loyalty. You're also able to easily keep track of any lies you told or schemes you currently have. However, just like how it happens with Sayeon, there is a big chance people's emotions might make them behave in unexpected ways that you haven't predicted, so keep this in mind.

Red Tie Perks:

Aberrancy Tester (100 CP): The test used to find out if someone is an Aberrant or not basically consists of the tester giving the subject's Essence a little push by directly injecting their Essence on them. Nothing happens when this is done to ordinary people, but, if the subject is an awakened Aberrant, their aura will flare and reveal their true nature.
Normally, the testers are Yellow Ties whose Gifts allow them to give their Essence to others, but you learned a way to replicate this feat after a few years in the Corps. You gained the ability to externally output a minimal amount of raw Essence, allowing you to imbue them into someone that will have the same effect as the Aberrancy Testing. This will be useful if you want to quickly check if a suspect is an illegal Aberrant or not.

Surprisingly Good Explanations (200 CP): Unlike a certain super taciturn instructor, you're surprisingly good at explaining things and concepts in simple, easy to understand ways, such as explaining how an Aberrant's body cannot naturally handle all of their Essence Capacity from the start by comparing them to brand-new rubberbands. If you were in the Jujutsu Kaisen in the place of Shoko, way more Sorcerers would be able to understand the concept and use Reverse Cursed Technique with your explanations. This doesn't necessarily mean you're a good teacher though.

An Eye For Talent (400 CP): Maybe you grew up surrounded by Aberrants or this is due to your experience as an officer, but, regardless of the exact reason, you learned that danger is something you can feel and, as a result, you've developed an eye for talent. You can easily identify someone's potential and current danger level by simply watching them fight, as well as having a sort of sixth sense for possible hidden abilities they might have. Unlike an amateur Blue Tie, you won't need to worry about wrongly identifying someone's potential due to thinking they look harmless and their Gift isn't useful.

Scum Rises to the Top (600 CP): When Sayeon joined the Corps, one of the pieces of advice Samin gave her was to never trust any officer above Level 7, as only scum rises to the top. While this isn't actually true, it's undeniable that the immoral scum always have an easier time climbing the hierarchy in organizations like the crime syndicates and even the Corps. Regardless of whether you're scum or not, the same is also true for you. You're able to easily rise in any hierarchy you're part of, quickly finding yourself in positions with some degree of authority in any organization you join. This will happen thanks to a mix of luck, like finding more opportunities of getting achievements and promotions, with your superiors having a tendency of seeing you as a better candidate for said promotions than normally. Furthermore, like a true scum, you're also considerably skilled with finding ways to sabotage rivals to undermine their progress, be it simply convincing your superiors to give them less rewarding missions or even actively sabotaging them in some way.

Yellow Tie Perks:

Yellow Negotiator (100 CP): As Yellow Ties rarely are effective combatants, they're given more boring jobs, such as hostage negotiations. You have already had your fair share of such boring jobs, enough to make you a professional when it comes to negotiations and even diplomacy, as well as knowing how to calm criminals to properly talk with them about what they want. Keep in mind that you're just as skilled as a mundane hostage negotiator and there are probably some Aberrants in the Corps whose Gifts make them more effective in this area.

For Love, I'd Do Anything (200 CP): Love is the driving force of most people and you're not an exception to this, as you'd do anything for your loved ones. You receive a considerable boost to your willpower when doing something for the people you love, with this boost scaling with how strong your love for them is. If you're doing something for the love of your life, your willpower would be akin to an unbreakable, immovable mountain.

Angel of Infirmary (400 CP): Yellow Ties like you aren't just negotiators, but also healers, with the most famous healer within the Corps being the chief medical officer, the angelic Hayoon Ahn. However, she seems to have a rival now, you.
While the Corps' healers who use their healing Gifts, you're a true surgeon (even without a formal medical degree), capable of doing even some complex surgeries in anyone with a physiology similar to a human being, as well as having an extremely detailed knowledge about human anatomy. You're also particularly skilled when it comes to keeping your patients alive until they receive proper treatment and even preventing sequelae like loss of sensation in reattached limbs.
As a last bonus, you also have the ability to naturally output and transfer your raw Essence to others, both to heal them and to refill their reserves, but in a very inefficient way because this isn't based on a Gift.

Angel of Death (600 CP): Our dear Angel of Infirmary, Hayoon Ahn, hides a few secrets, after all, she's one of the officers responsible for executing Aberrants that are too weak to join the Corps. From what little we've seen of her secondary job, her preferred method of execution is by using her own Gift, **Touch of Life**, to kill in a terrifying way instead of heal. In the same way as her, you're capable of easily weaponizing any and all healing/support abilities you might have to make them as deadly and grotesque as possible.
Do you have the ability to transfer life energy to others? You can cause the excess energy to cause severe internal damage to them. Do you have access to healing magic? You can use its "healing" to cause cancerous growths or rearrange tissues on your victims. Do you have the ability to emit an aura of calming emotions? You can switch the emotions you emit to despair and fear. Are you capable of increasing someone's physical strength? Their enhanced muscles will become so strong they'll crush their own bones.

Criminal Perks:

Sticky Fingers (100 CP): You grew up surrounded by questionable influences and ended up learning a few tricks. Like Ryujin, you're a prodigy when it comes to stealing things without people noticing, being capable of stealing a whole pack of cigs and a lighter from someone's inside pocket without them noticing it after just passing by them. As a bonus, you also know how to handle a hidden blade and in lockpicking, being able to open most mundane locks as long as you have access to proper equipment. These skills can still be useful for a criminal even in a world of Aberrants.

Aura of Terror (200 CP): In times past, putting your hand to the hilt of your sword was a way of signaling aggression. The Aberrant equivalent of this is flashing your Essence. Not only can you see it in their eyes, but you can also feel their aura choking up the air, pressing down like a physical weight against your shoulders.
A challenge and a threat all rolled up into one.
Any Aberrant can do this, but you're especially good at this. In a way similar to Sayeon's killing intent, your aura emits a horrifying lethality, capable of inducing fear and physical pain into your opponents due to its sheer pressure. It's even able to make weaklings pass out and make experienced fighters lose the will to fight if the power difference is big enough. This intimidation aspect of your aura can be turned on or off at will.

Debts Owed, Debts Paid (400 CP): The illegal Aberrants can't turn to the police, country, or court of law because, in their eyes, they're not really people. So what's supposed to govern them? What's keeping them from committing crimes against each other? The threat of mutual destruction might be a factor, but the main reason is that normal people tend to be nice. Kindness, honor, common decency. Treat others with respect. If someone does you a solid, you treat them well back. This is the meaning of "debts owed, debts paid" and, if you're an Aberrant living outside the system, you must know how important that code is.
You can now bring this life motto to anywhere you go and enforce them into others. Every time you do a favor for someone, they'll feel a strong compulsion to eventually repay you in a proper way, even if they would normally be hostile towards you. Did you spare the life of an officer? They'll be willing to turn a blind eye and let you escape at least once.
This compulsion will affect them as long as they aren't mindless and have at least some basic sense of honor/pride/decency/empathy. Even irrational animals might be affected by this. Lastly, just because someone wants to repay you, this doesn't mean they'll go against their own wants and morals to do this.

Impossible Healing Capacity (600 CP): Despite Aberrants being able to take and recover from a considerable amount of damage, it's a known fact that a blade through the heart means instant death even for the most powerful Aberrants. However, what people don't know is that there are two exceptions to this rule, two Aberrants capable of surviving and perfectly recovering from having their hearts destroyed: Raon and you.
While Raon's case might be a result of her **Blood Manipulation** allowing her to pump her blood while she healed her heart, yours is thanks to your extraordinary durability and unique healing ability.

Firstly, even without activating your Essence or actively healing yourself, you have a durability worth of legends. You can hold your breath for several minutes, resist most mundane poisons and toxins, survive being shot a few times in the torso when a normal human could die with just a single shot, and even continue to move despite fatal injuries. This kind of durability is what is needed for someone to continue walking for a bit even if their head was cut off. Your durability is enhanced even further when you strengthen your body with Essence and you'll continue being just as durable even in other Alt-Forms.

Second, you have a special affinity with healing using your Essence. While regular Aberrants basically have to flood their entire bodies with Essence every single time they want to heal any damage, you're capable of healing wounds by focusing your energy only on the damaged area, allowing you to heal with more ease and in a considerably more efficient way, to the point that healing consumes more or less the same Essence as using a regular Gift.

Furthermore, by using your active healing, you can easily regenerate and recover any "bodily resource" that was used/sacrificed to fuel your abilities, with this consuming less energy than normal. For example, if you use your own blood for blood manipulation, you can quickly and easily recover the lost blood, so you won't need to worry about blood loss while you still have enough Essence.

Lastly, while you can survive having your heart destroyed by a spear or other similar injuries, decapitation and brain damage still means instant death for you, so don't overestimate your capacity to take damage.

Sea Wolf Perks:

Conspicuously Blank Backstory (100 CP): Interestingly, the Sea Wolves have a custom of extending their protection to the relatives of their deceased important members, even if said relatives don't plan to join them in the future. A good example of this is how the Sea Wolves, even after Samin rejected them, still erased all connection between Sayeon and her parents, leaving her family record blank and allowing her to have a life mostly free from their influence.
As an associate of the Sea Wolves, you can choose to erase specific portions of your backstory in this world (and in future worlds you visit), such as making your family record blank or erasing your mission history as a mercenary. In addition to giving you more freedom over your backstory, you can instead decide to start each new jump with effectively no past and as an unknown to everyone there. In a few words, this perk allows you to start each jump as a Drop In when there is no option for it, as long as it wasn't explicitly said you can't be a Drop In and there isn't a drawback that blocks you from starting as one.

Peak Aberrant Physique (200 CP): When an Aberrant activates their Essence, it amplifies their base strength, so, as a general rule, an Aberrant who hits the gym six days a week, even with less Essence, will still totally outclass another one who spends most of their day staring at screens and playing first-person shooters. Fortunately, you're closer to the former type of Aberrant.
Regardless if you look like a massive muscle-man, a small child, or even a thin girl, you've already attained peak physical condition. Furthermore, you won't need more training to keep your physical condition and it'll never degrade due to your aging, allowing you to remain in your prime health and condition even in old age.

Administrator of the Wolves (400 CP): Among the three main crime syndicates in this country, none of them is as organized and bureaucratic as the Sea Wolves. After enough time working for the Sea Wolves, you've become a master of management and administration, being capable of administering all sorts of bureaucracies and organizations (especially a large criminal organization like the Sea Wolves) in the most optimal manner possible in terms of resources and of managing all sorts of teams and personnel that work for said organizations. This also comes with a talent of making money, like a special talent when you need to administer any kind of business and quickly learn the ins and outs of any currency or trade system, but this works especially better when it's related to illegal businesses.

Domain of the Wolves (600 CP): Among the three main crime syndicates in this country, none of them is as territorial as the Sea Wolves. Their captains rarely get out of their designated areas and other criminals (or even unaware civilians) that enter their territories unauthorized probably won't get out alive. Even if you aren't a captain of the Sea Wolves, your authority over your territories is undeniable.
Other criminals, police officers, and even unaware civilians will be able to instinctively sense that a location is part of your territory (or at least the territory of someone important if they aren't aware of who you are) and thus won't dare to trespass it unless they're completely willing and ready to face the consequences.
In this case, your territory refers to any territory that you purchased in some jump, is legally yours under the rules of the main governing entity, or is at least considered yours by most people (even if just by those in the criminal world).
You can also choose to remove this effect from some of your territories if you want to keep them hidden. You'll also be able to sense every time someone invades one of your territories, but this sense isn't precise enough to tell what the invader's exact position and power level is, you'll just know there is an invader in a specific territory.
On the other hand, you'll also have an innate sense of the territories of any other local criminal organizations, to the point that you could observe a map of some country and pinpoint the territories of every gang you're aware of. However, this doesn't include territories that said gangs explicitly keep hidden.

Begonia Perks:

Heartless Begonia (100 CP): As part of the Begonia Group, you'll quickly realize that, when you uproot a weed, you burn the seeds too. You should kill the kids too, not just the parent, because the higher ups won't like you going soft right at the end when they have a reputation to preserve.
Fortunately, you learned an essential skill if you want to be a proper Begonia: you can temporarily compartmentalize your empathy and emotions, basically turning off your emotions and morality when you want to. This is important if you want to desensitize yourself from the cruel actions that you'll need to do as a Begonia without losing your humanity permanently. This won't necessarily turn you into a sociopath/psychopath version of yourself, unless you explicitly want it to happen.

Elite Detector (200 CP): While every Aberrant can detect aura, this is considered unreliable because it can only be sensed once an Aberrant has activated their Essence and, with effort, aura can also be restrained and concealed. However, certain Aberrants are naturally gifted at sensing Essence and, among them, some have specifically honed that sense to be as sharp as possible.
These Aberrants are often called Detectors, but not all of them are equal. There are a few Detectors whose sensory abilities are even more refined, being capable of detecting other Aberrants by sensing their Essence directly and thus not depending on them projecting their aura.
You're also a Detector of the most powerful type, being basically a human radar capable of sensing every Aberrant in a mile radius even if they're actively concealing their aura. Your sensory abilities also allow you to precisely sense how much Essence someone has, with this being an invaluable skill to discern if your enemies are bluffing about them being exhausted or not. Post-jump, your ability to sense Essence will evolve to allow you to sense other similar forms of life energy too.

The Cult Leader (400 CP): Currently, the Begonia Group is the biggest producer of Rapture in the country, but this can't be done without steady sources of ingredients, that is to say, humans. One of the gang's sources is the Circle of Naj, a doomsday cult that worships the Godling "Naj". Originally, this cult was more mundane, but, recently, their leadership has been taken over by Begonias.
Apparently, you were one of the Begonias that took over the Circle or were even one of its members before you joined the Begonia Group, because you're truly a cult leader in the making. You have a terrifying charisma when it comes to attracting potential servants to come work for you, to create a cult-like fervor amongst your loyal underlings and inspiring loyalty in your less dedicated minions, discouraging any possible betrayal with your priest-like presence and charm.
You're also incredibly skilled when it comes to isolating people, manipulating your followers and worshipers into willingly cutting off their families and surrendering their assets to you (or to the cult).

Hunter of Relics (600 CP): More or less a month ago, a fisherman's boy supposedly dragged an unconscious mermaid out of the shallows off the coast of Seju Island, but, in truth, this “mermaid” was actually a dormant Godling, Lilith, a being so powerful that it’s comparable to a weapon of mass destruction nowadays.
But it wasn’t the government or even the Sea Wolves with their influence over the port cities that managed to capture Lilith, it was the Begonia Group. Like your fellow Begonias, you’re blessed with a special kind of luck to find clues that lead to any form of treasure that is valuable to you, be them chests filled with gold coins, reserves of hidden resources, relics of great power that were left behind by their original owners, or even dormant gods. This also allows you to instinctively know if a rumor/story/legend about a treasure’s existence is true, partially true or completely false.

Member of the Concordat Perks:

Good Samaritan (100 CP): The Sea Wolves are hired guns and smugglers and the Begonias are mainly drug sellers that also offer other illegal services like gambling. Meanwhile, the Concordat is different from them, as they're in the business of selling safety and stability to the illegal Aberrants who don't wish to join a gang. To help you to find "clients" in this business, you have an instinct that guides you to people in need that you're able to help somehow currently. Furthermore, if you genuinely want to help these people in need, they'll also feel you're trustworthy and not just another criminal wanting to kidnap them and use them to produce Rapture. Lastly, this perk can be turned on or off at will.

Zero Presence (200 CP): One of the most important rules that the Concordat establishes in its Nests is that the Aberrants who live there must never activate their Essence. After all, an Aberrant activating their Essence in a Nest is basically a beacon for any nearby officer, putting everyone living there in risk.
Yet, you still had to somehow fight sometimes while working for the Concordat. With this in mind, you've learned how to perfectly conceal your aura no matter how strong your emotions are, as long as you're focused and holding back at least half of your power, without using your Gift. Even an **Elite Detector** wouldn't sense you until they're in the same room as you. However, if you use your full power and/or trigger your Gift, this effect stops immediately and your aura returns to normal.
Post-jump, you'll be able to learn how to conceal other types of esoteric energy you might have access to in a similar way, but it'll take effort and time.

Neutrality Agreement (400 CP): The Concordat is the third biggest crime syndicate in this country, possibly being the largest one in number of members, and yet both the Begonias and the Sea Wolves seem to respect their neutrality. In the same way as the Concordat as a whole, as long as you remain truly neutral, people and other sides will tend to respect your neutrality and leave you in peace, as long as they don't already have a reason to go after you or be hostile against you.
This effect wears off when you take a side in a conflict (at least for those involved in said conflict), like how the Concordat, even if they're neutral towards the other criminal groups, still takes the side of the illegal Aberrant by sheltering, thus putting them against the Aberrant Corps and the government.

Legacy of the Founder (600 CP): Once upon a time, there was a band of four Aberrants warriors who were sworn brothers. Their king sent them to fight a war overseas but, as soon as they won the war and returned to the palace totally unscathed, the king became afraid. Due to this, he made a deal with a dark god that turned his son into that god's Champion. Then, the king ordered his son to kill the brothers, with the exception of the youngest brother, because he was the weakest and least threatening of them.

This is the tale of the Blessed Brother Four, but the real history didn't stop there. After the youngest brother ran away, he started sheltering Aberrants in need and his descendants continued his legacy and even created an organization for this purpose. Centuries later, his legacy wasn't tainted as this organization became the modern Concordat that is run by one of the youngest brother's descendants and still has the same purpose.

In the same way as the youngest brother's legacy remained untainted even centuries after his death, yours won't either. By taking this perk, any nation, team, corporation, army, cult, crime syndicate, or any other kind of organization you create will be rendered free and immune from corruption of any form for as long as they exist, even if you aren't currently a part of them anymore. This also ensures you won't need to worry about someone trying to use their schemes and corruptive influence to take over your organizations, like how the Begonias corrupted the Circle of Naj. This also prevents said organizations from eventually deviating from the goals you intended them to have.

Member of the Crimson Society Perks:

The Pink Murderer (100 CP): After Samin Lee rejected the offer of the Sea Wolves of joining them, she went and founded her own crime syndicate, the Crimson Society, but it seems like she still learned a few things from her mother's former group as her own gang is a rival to the wolves when it comes to contracted murders. Just like Pink of the Crimson Society, you're considerably skilled at avoiding witnesses and at hiding evidence of your crimes, especially murders.
However, this skill is merely mundane, nothing special, as you'll still need an ability like Pink's if you want to murder a Rapture Baron with round-the-clock security without collateral damage or witnesses.

The White Warrior (200 CP): In a world as dangerous as this one, it's important to know at least how to throw a punch, but you take it to a whole different level. Either you're a natural born genius when it comes to melee combat or you were trained by such a genius (or even both), you have incredible combat skills and strategy, compared to Min himself who is an excellent fighter even when compared to the full-fledged officers and the other members of the Crimson Society. You can choose if your strategy and skills are more focused on a specific fighting style or if they're a personal fighting style completely centered around the usage of your Gift if you have one.

Master of the Mind (400 CP): Humans can't freely travel inside their own minds, rarely glimpsing only fragments of their mindscape (also called headspace by some) in their dreams. However, when a Godling enters in contact with a human through their dreams, this communication necessarily happens in that human's mindscape, where the mortals usually appear as how they see themselves. The youth will see himself as a child while a general might see himself as a king, but, as a general rule, they don't usually have control over the entire landscape of their mind.
However, some mortals display this capacity, usually indicating peculiar creativity or an obsession over themselves and everything around them. Samin is a perfect example of the latter, as she believes that, if she doesn't have power over her own mind, she doesn't have power over anything else.
Even if you don't share this mentality, you share her same ability to control your own mental space, allowing you to freely reshape its appearance and how you or others manifest while inside it at will. You can even change its appearance to reproduce your memories or even forcefully banish someone from there with ease, spending way less mental strength to do so than normally.
As an added bonus, while humans are only able to access their mindscape when a Godling enters in contact with them, you're capable of accessing it every time you're asleep and dreaming.

The King/Queen In Crimson (600 CP): There are a few powerful Aberrants who belong to the Level 10, like the members of the 310 Council and the head of the Begonias, but, among them, there is only one of them that seems to be closer to the divinity displayed by Aera Son when it comes to raw power, Samin Lee. Since she was a child, Samin proved to be built differently, as she was the first one to ever reject the offer of joining the Sea Wolves as she had bigger ambitions. Nowadays, as Red, she's the leader of her own crime syndicate, the Crimson Society, which seems to be respected by the others despite their small number of members.
You're now a prodigy like her, possessing incredible potential and growth rate, allowing you to eventually match the likes of the Level 10 Aberrants once you reach your peak. You would also reach this in only a few years of training while other Aberrants with this level of potential would take a few decades.
This also makes you a genius when it comes to using your abilities and weapons in clever and/or better ways and creating new abilities and techniques, like using telekinesis to control the trajectories of bullets or using electrokinesis to manipulate metals through magnetism.

Ordinary Citizen Perks:

Normal Citizen with a Normal Job (100 CP): In this world of superpowered law enforcers and criminals, there are still many or at least you were a student that helped your family with their work. Regardless of the specifics, you can choose a mundane profession, like cook or even pianist, in order to get all of its related basic knowledge and skills. These skills, while merely mundane and average, might still have some utility even if you're a member of the Corps or some other crime syndicate.

True Version of the History (100 CP): This world's true history is a convoluted mess. While there wasn't an actual effort from any faction to rewrite it, most of the facts became twisted over the centuries that it's hard to distinguish what is legend from what is truth.Either you're a historian, one of the last worshipers of the Godlings or even the descendant of one of such worshipers, you possess a wealth of knowledge related to this world's true history, which range from how modern society was created to what are the Godlings' true power and nature.
While this includes the truth that was twisted by the myths, this doesn't include any knowledge that was truly lost in time. Post-jump, this knowledge will be updated to include similar information about the history of each future world you visit.

Prosecutor In The Making (200 CP): Before awakening as an Aberrant, Sayeon's goal was to become a criminal prosecutor, not for the money, but to make the world more just. So, to achieve this dream, she studied and worked harder than everyone else, eventually acquiring an encyclopedic knowledge of all the laws of this country, as well as knowing how they're applied in everyday life and in the courts.
If she had had the chance to become a prosecutor (or even a lawyer instead), she would have been a world-class professional. Even if Sayeon already lost her chance and was forced to join the Corps, by taking this perk, you'll receive this same wealth of knowledge about laws as if you had studied in a top law school or if you were a prodigy student just like her.

Speak No Evil (200 CP): There are certain subjects or things that should not be talked about in front of certain people or in some circumstances, like how Sayeon shouldn't have asked about her mother to Samin right in front of a cop. Fortunately, you know when you need to keep your mouth closed, as you basically have a sixth sense that warns you to not say what you shouldn't say at some given moment.
Of course, this doesn't stop you saying these things at the wrong moment or to the wrong person if you really want to say them and cause serious problems. At least, you won't accidentally get some innocent cop killed because you had to mention your mother in front of him.

No Need To Be A Genius (400 CP): Sayeon was the top student at her school, but it wasn't due to some natural talent. She only did so well in school because she tried five times harder than anyone else, as Sayeon has lived and breathed nothing but school for all of her life until she found out she's Aberrant.
Like Sayeon, you're also a genius of hard work, as you can learn/acquire any type of skill, knowledge or ability normally restricted to those who have some special talent, as long as you put enough effort into acquiring it, so the lack of some specific talent won't limit you anymore.
Furthermore, you're also a fast learner and excellent student in general, especially when it comes to learning and deeply understanding any given set of rules. Thanks to this, math is by far the easiest thing they could teach in school for you, even if some people think of it as hieroglyphics that only a bona-fide genius could decipher. With this perk alone, you'll still have difficulty with stuff like art, literature, and society, as they have far more ambiguous rules when compared to math's unchanging rules.

Escape, Hide or Fight (400 CP): Considering how an Aberrant is at least twenty times more than a regular human, the only options available for a powerless person will be to escape or hide if an Aberrant attacks them. Fortunately for you, when threatened by superpowered people (or just by beings that are stronger than you), your survival instinct enters in overdrive, allowing you to quickly scan your current situation and find the most effective ways available to escape, hide or even cause distractions, like finding the closest window that isn't too high for you to jump. This also makes you a master at finding mundane things to make improvised weapons, like finding a kitchen and using kitchenware to attack whoever is chasing you.

The Kindness Factor (600 CP): You're not a warrior, a law enforcer, or even a criminal, but just a normal citizen that still tries to do what you think is right instead. Even if you don't seem to be special, this disposition of yours has a special quality. Your presence and actions tend to awaken kindness and empathy in other people, especially when you're actively helping/supporting them, as well as making people way more prone to protect you from danger, to the point that even toughened criminals might decide to jump in front of an attack to save your life if they have no reason to be hostile against you.
Of course, this perk alone doesn't ensure you'll be able to redeem people and it won't affect those that have no trace of good emotions or humanity within them.

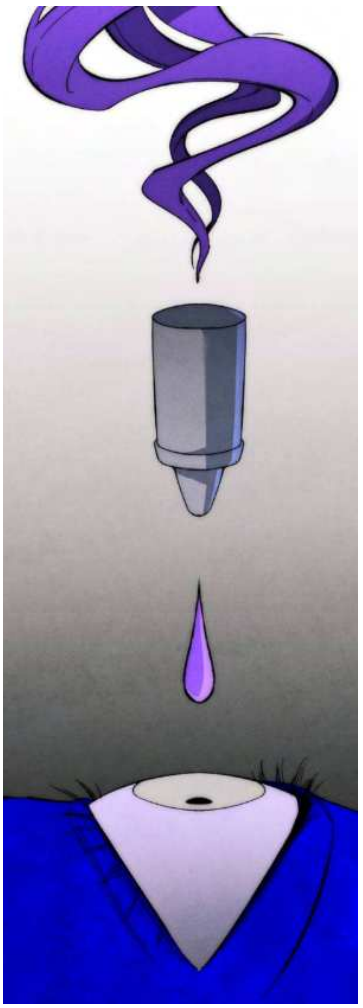
Humanity's Uprising (600 CP): Aberrants with their Gifts are basically living weapons while Godlings can be compared to weapons of mass destruction, so it's logical to think that humanity has no chance against such superpowered beings. Surprisingly, we know this isn't true as the regular humans are the ones at the top of the world in the modern era, with both of them having already been defeated thanks to them uniting their forces under the command of the right leaders.

You’re one of those right leaders, being a military genius with a peak human skill in planning and elaborating war tactics and strategies, as well as having a special aptitude for analysis and critical thinking skills when it comes for both the battle itself and the actions of entire armies and their leaders.
Additionally, you’re a specialist at making plans to take down superpowered (or at least generally stronger) beings, with your planning skills being boosted while threatened by such beings and allowing you to quickly take stock of the situation and use all the available information related to said threats to develop precise plans and countermeasures to lead and even potentially defeat them.
Lastly, while in front of such superpowered beings, you’re able to hide the fear and/or pressure you’re feeling due to them, in the same way as politicians act high and might even in front of Level 10 Aberrants despite fearing them.

-Items-

Each item is discounted by 50% for their respective origins,
with discounted 100 CP items being free. Every item is fiat-backed.
You receive an extra **+300 CP** to spend on this section only.

General Items:



Rapture (200 CP): The most popular and dangerous drug in modern society, Rapture is a heavily-regulated substance derived from Essence, literal human life forces, that is drained from living Aberrants and then processed into a liquid form.

When consumed by a regular human (usually by dropping it into the user's eye, as it's absorbed most effectively through the conjunctiva of the eye), Rapture causes the user to experience a surge of Essence, giving them increased strength, heightened senses, and a general boost of performance, as well as causing their eyes to glow and delivering a euphoric rush of raw power. Essentially, Rapture's effects allow regular humans to imitate Aberrants, with a single drop being enough to maintain this effect for a minute at best, but they'll still be far weaker than real Aberrants and, of course, they won't have any Gift of their own. Theoretically, Aberrants that consume Rapture experience these same effects but considerably reduced in potency.

However, in addition to being highly addictive, considering that the bodies of normal people aren't built to handle this overload of energy, those who abuse Rapture place massive stress on their circulatory system and vital organs to the point that multiple organ failure is the most common way for them to die.

There is an illegal underground market for Rapture involving the production, usage, and exchange of the drug, with the single biggest supplier of Rapture in this country being the Begonia Group. Considering how Rapture has a human cost and can't be mass produced without the suffering of others, the Begonia Group engages in human trafficking to keep producing Rapture, with many of the victims being Aberrant children (because ordinary humans don't last very long having their life force constantly drained).

You receive a vial of Rapture that is similar in appearance to a bottle of eyedrops, containing more or less 100 drops of it. The vial is self-replenishing, requiring a whole month to completely refill its content. You can also choose the color of the Essence used to produce it but this is merely cosmetical. As a final bonus, this version of Rapture isn't addictive, unless you really want it to be for some reason.

Personal Relic (200 CP/500 CP - Can be taken multiple times): The Godlings might have been defeated by humans and their Aberrant descendants, but this doesn't mean all of their treasures were lost. Some of these treasures were left behind, known as Relics, either abandoned or looted by humanity's armies and then passed down from generation to generation.

Usually taking the form of flashy jewellery, books or other trinkets, the Relics were made using unknown means and hold a small part of their Godling creator's power, capable of causing esoteric effects, providing Gift-like abilities to their wearer or even amplifying their existing Gifts if they're an Aberrant. A Relic's power is classified with a letter-based ranking system that is separate from the ranking system used to measure the power of the Aberrants. However, the usage of a Relic is linked to its cost that can vary a lot depending on its nature and power, ranging from simply stamina/Essence to literal human sacrifices.

Whether it's an inheritance you received from your parents or simply took it from someone, you managed to put your hands in a Relic in the form of an accessory of your choice, like a ring or a bracelet, which wasn't registered by the government yet. Your Relic's power is a copy of an Aberrant's Gift, essentially allowing you to wield its power even if you're a regular human. You can customize this Gift following the rules of the **Aberrant Gift** perk, with it being a regular Gift for **200 CP** or even a Perfect Gift for **500 CP** instead.

Fortunately, regardless of your Relic's power, its cost is pretty cheap, as it only consumes the wearer's Essence/physical stamina/life force in order to activate its ability, but, as a bonus, you can also drip Rapture on the Relic so that it stores some of its energy to use later.

If lost or destroyed, a replacement will appear in your Warehouse the next month. Lastly, you can take this item multiple times in order to receive multiple different Relics.

Sleeping Deity (500 CP): Some of the Godlings who managed to survive humanity's uprising chose to keep their original physical bodies instead of ascending to incorporeal beings, entering hibernation and hiding in remote locations around the world, far from human civilization. The two known examples of Godlings that followed this path are Cain and Lilith, but neither of them remained hidden forever.

Cain accidentally emerged on the coast of Hongsan Island fourteen years ago, while Lilith was found by a fisherman's son a month ago, who dragged her from the ocean with a fishing net, mistaking her for a mermaid. However, while Cain awakened not long after its reappearance, Lilith still remains dormant, probably as a consequence of the Sword Relic that is piercing her torso. Regardless of the exact reason, thanks to this, the Begonias managed to safely capture and contain Lilith, using her power for their own benefits.

Somehow, you managed to locate and acquire the dormant body of another Godling that is in a similar condition as Lilith, having been impaled by the same type of cursed sword that is forcing it into a state of suspended animation indefinitely. Their form and abilities are completely random. Maybe they're a giant minotaur with authority over fire, a statue-like giant capable of shooting extremely powerful beams

of pure Essence, a bald red-skinned oni whose physical attributes are truly godlike, or even an elven being with long black hair and control over curses and poisons.

Regardless of their form and abilities, this Godling is on par with Cain when it comes to raw power and, even in its dormant state, they're still an extremely powerful, nigh-unlimited source of Essence that you can drain if you have the means to do so.

Furthermore, the Godling technically counts as your follower instead of a mere item, so, once per jump (or once per decade decade, whichever comes sooner), you can wake them up by removing the sword from its body. While the Godling's personality will be random too, as a general rule, they'll be at least fairly loyal to you and will fulfill a single request of you, without the risk of them deciding to betray you or twisting your request.

Unfortunately, they'll only remain awakened for up to an hour each time, because, after this time, the sword will teleport back to the Godling and force them into hibernation again, reappearing even if it was completely erased from reality as it's more of a curse imbued to the god than an actual Relic.

Lastly, this time limit will increase by an hour in each world you go to in the future, and, post-Spark, that cursed sword will be completely removed from the Godling once for all and they'll be able to permanently awake if you want to.

Corps Member Items:

Corp Uniform (100 CP): Like all members of the Corps, you also receive their classical uniform, which consists of a black suit, with a white shirt underneath, as well as a tie and black dress shoes. The tie's color varies according to your position (trainees have blue ties while officers have red or yellow ties), with it also having a set of clips representing your current rank with Roman numerals (like how a Level 10 officer will have two clips to form an "X" on their tie for example). If you aren't a **Corps Member**, you can choose any of the three colors and the clip of any rank, but keep in mind that pretending to be an officer is obviously a crime here.

Cell Phone (200 CP): Usually, only full-fledged officers and cell leaders have authorization to have a cell phone within the Corps, however, even if you aren't either of them, you receive your own fiat-back cell phone, being of the most advanced model available to the common people but with a few extra benefits compared to normal devices. It's indestructible, never runs out of charge, always has a top-quality signal and bandwidth, is protected from invasions of any source, has an innate immunity against any and all kinds of malwares, and never costs you anything. Furthermore, the quality of your cell phone will also automatically update itself to maintain cutting-edge tech whenever something new becomes available to the public and will update if you go to a more technologically advanced setting.

Essence Cuff (400 CP): How do you contain a rogue Aberrant and prevent them from using their superhuman abilities? The solution to this problem is the use of an Essence Cuff, a special type of bracelet-like device that saps the wearer's Essence and makes it nigh impossible for an Aberrant to trigger their Gift.
However, this is the default potency of the cuff, because, if its potency is set to max (like how it's used on prisoners), then it'll become extremely draining that the wearer will basically have no energy to move or even think properly if they're an average Aberrant, as Ryujin described this as feeling "like hell all the time". Theoretically, someone with the right knowledge could find a way to modify a cuff and amplify this draining effect even further in order to make it lethal.
By taking this item, you receive five fiat-backed special Essence Cuffs, as well as a special card that serves as their key. These cuffs will also be capable of not only draining Essence but also any similar esoteric form of life energy, like Nen from the Hunter × Hunter universe, Chakra in the world of Naruto, or Aura in the UnOrdinary universe. As an added bonus, you also receive the needed blueprints to build more of the regular variant of Essence Cuffs as long as you have the right materials and equipment.

Book of Contingency Plans (600 CP - Discounted Only to Blue Ties): Sayeon is an extremely meticulous planner and is far from optimistic, to the point of filling an entire notebook with her thoughts, analyses, combat tactics, and, most importantly, contingency plans for when an operation goes south.
While she threw the original notebook in a river, you managed to put your hands in a special version of it, one especially made for you, as if Sayeon had spent several days focused making several strategies and tactics taking in consideration your abilities, equipment and even allies. The book will keep being updated with new information as you acquire new abilities/items/allies, as well as being constantly updated with contingency plans and possible strategies to fulfill your goals for whatever you're currently involved with.
In summary, the plans in this book works in a way very similar to Sayeon's **Super Instinct** (that we all know it's a lie to hide her true Gift) by helping you to achieve your current goal, but with a lot more precise information. However, you must keep in mind that such tactics, strategies, and plans are based on Sayeon's own plans, so expect them to be considerably ruthless and unhinged but effective, so they're likely to involve acts like cutting someone's hand just to prevent them from fighting in a "friendly" challenge or threatening a child to make a criminal surrender.
Unlike the original notebook, this one takes in consideration people's feelings, so Sayeon's tendency of seeing people as unfeeling machines won't be a factor to invalidate such plans or strategies. As a final bonus, Sayeon's abstract scribbles and drawings will be translated in a way that you can understand.

Corps Headquarters (600 CP - Discounted Only to Red Ties): The Aberrant Corps has three main headquarters across Koryo, with Sayeon and her teammates residing in the Third HQ. The building that became the Third HQ was originally built to be a college campus, but that plan got scrapped when Aberrant Gangs began attacking people around the area. As the region got a bad reputation, the Aberrant Corps bought the building for cheap, way before it was even finished to the point that even the giant clock in its front doesn't even have hands.
You gain a copy of the Third HQ in a location of your choice, containing several rooms, like prison cells, an infirmary, a large cafeteria, and a dormitory capable of comfortably housing up to a hundred people. Any of its resources, like equipment and meals, are replenished monthly.It also comes with a trained staff of mundane humans responsible for keeping the HQ working, like janitors and cooks, which will be loyal to you and count as your followers. This staff also includes around ten Level 8 Aberrants with random Gifts that will serve as security guards.
Furthermore, if you have the Capstone Boosted version of the **Scum Rises to the Top** perk, then your HQ can officially become the Fourth HQ of the Aberrant Corps, with you being its leader.
Lastly, your HQ will follow you along your Chain, appearing somewhere of your choice in future settings and retaining any modifications done to it.

Blessing of Healing (600 CP - Discounted Only to Yellow Ties): The Yellow Ties might be good healers, but their healing Gift doesn't seem to be as effective and easy to perform as oneself's own healing ability. For example, it took two Yellow Ties to reattach Taeho Gyeon's hand and even so he permanently lost all feeling in two fingers, but, if he had managed to heal himself quickly after Min cut his hand, he would have recovered perfectly fine.

Fortunately, unlike those Yellow Ties who healed Taeho, you have acquired a solution for this problem. You receive a vial containing a bright yellow liquid, which is essentially an extremely refined variant of Rapture made from Yellow Essence that was modified to serve as a powerful, quick-acting healing agent.

When consumed or injected in someone, be them human or Aberrant, it'll perfectly heal almost any injury, barring extreme brain damage, being capable of bringing someone on the brink of death back to pristine condition. It can even regenerate lost fingers and heal old injuries, like scars and fingers that lost their feeling. Unlike regular Rapture, this healing serum doesn't cause any addictive or harmful effects due to the excess energy.

Furthermore, the vial contains enough to heal up to ten people, as well as being self-replenishing, requiring a whole month to completely refill its content.

Criminal Items:

Animal Mask (100 CP): This seems to be particularly popular among some Begonias. You receive a mask of an animal of your choice with a design of your preference, be it more similar to Butcher's bizarre pig mask or looking more like Minnie's cute rat mask. As an added bonus, the mask will be resized to always fit you perfectly. If lost or destroyed, you'll receive a replacement mask the next day.

Divine Information (200 CP): Did you also execute someone at Butcher's request? Because you managed to receive the same precious treasure he handed to the Crimson Society as payment for a service, that is, an U.S.B. containing information about Lilith, the dormant Godling who was discovered off the coast of Seju Island and is currently contained by the Begonia Group.
Moreover, your copy of this U.S.B. doesn't contain only everything that the Begonias know about Lilith (including her current location), but also comes with way more pieces of information, including, but not limited to, her personality, her complete history from the ancient age to the modern era, the way she was worshipped, her relationship with other Godlings, her abilities, and even her likes/dislikes. Post-jump, you'll receive a new U.S.B. with similar information about a local deity (or similarly godlike being, like the Primal Devils in the world of Chainsaw Man who aren't actual gods but are still the closest equivalent in that setting) of your choice in each future world you visit.

The Underside (400 CP): Criminals still like to hang out and drink from time to time, even their higher ups are no exception to this. So where do they go? They go to the Underside, a classic-looking bar where rogue Aberrants and some regular humans come to relax and conduct some of their business, with no fighting allowed. After all, this bar is a neutral zone, established by the three most powerful groups running the nation's underbelly: the Begonia Group, the Sea Wolves and the Concordat.

By taking this item, you'll officially become the proud owner of the Underside, with usually generating a good income for you and having a staff to take care of it without your presence, so you won't need to worry about it never going bankrupt unless you make it go bankrupt purposely. The staff, which might include the manager Geum if you want, will count as your followers.
Furthermore, in future worlds, the Underside will reappear in some appropriately discreet location in the main city of whatever country you arrive in, somewhere that will only be known to those who lurk in the underworld at first. The bar will also keep its status as a neutral zone backed by the more powerful local criminal groups, as well as none of your clients will be able to leak its location to the authorities. If any police force wants to find this place, they'll need to do it the hard way.

The Marengo (600 CP - Discounted Only to Sea Wolves): Either you're a captain of the Sea Wolves or not, you acquired a replica of the Marengo, one of the many large smuggling ships used by the Sea Wolves to bring illegal goods from abroad into the country. What makes your version of this ship special is that it has been equipped with a special Relic that mimics the effects of Vigenere's **Circle of Secrecy**. When activated, this Relic will project a large barrier around the ship, making it invisible and preventing it from being detected by both supernatural and mundane means, like radars, sonars, radio waves, and other Gifts. As you're already paying a special price for this, the Relic has no extra cost and thus can be activated and deactivated while you're on board the ship. Lastly, the ship's fuel and its other needed resources are replenished monthly and, if it's destroyed or somehow lost, you'll receive a new one at the beginning of the next jump or after a decade, whichever comes sooner.

Rapture Factory (600 CP - Discounted Only to Begonias): Currently, the single biggest supplier and producer of Rapture in the entire country is the Begonia Group, having several factories across the country where victims of human trafficking are taken to have their Essence drained and utilized to mass produce more Rapture. You've managed to find one of such Breeding Labs that was completely abandoned by the Begonias and became its rightful owner.

This factory is basically a large complex consisting of two main sections in addition to a few staff rooms. The first main part of the factory is a prison section, filled with enough cells to imprison up to a hundred people with ease. These cells' bars and shackles are reinforced in order to contain even weak Aberrants, even if they aren't being further weakened by Essence Cuffs.

The second main section of the factory is a large laboratory that contains all the needed equipment to synthesize high quality Rapture using raw Essence as well as a series of several machines capable of draining the Essence of any human being (or human-like being) that is attached to it. These machines are more advanced and effective than the usual cheap methods used by most gangs as they won't accidentally kill the victim by draining too much life force and, if you want, they may eventually cause the victims (regardless if they're children or not) to develop the same artificial albinism that Min has.

Post-jump, even in future worlds where living beings don't naturally have Essence, the machines retain their capacity of draining raw life force and converting it into pure Essence. As an added bonus, you also receive the needed blueprints to build more of the Essence Draining Machines as long as you have the right materials and equipment. With these blueprints, you could also discover how to modify them to absorb the life force of other living beings, like animals or even plants if you have the right knowledge.

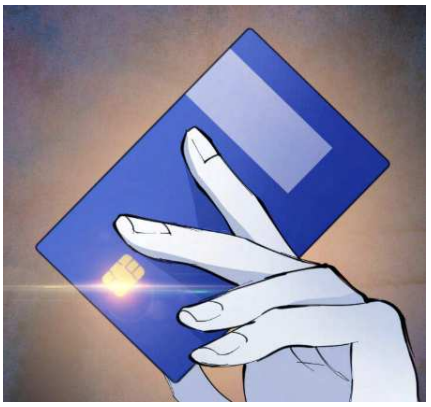
Lastly, your Rapture Factory will be hidden away from civilization in a location of your choice, with it also following you along your Chain, reappearing in future worlds in similar places and retaining any modifications done to it.

Nest Network (600 CP - Discounted Only to Members of the Concordat):
Despite being considered the third largest crime syndicate in the country, the Concordat is, first and foremost, a network of shelters for the Aberrants in need and, you, my friend, was considered worthy by the head of the Concordat to become the owner of a part of this network.
Your network consists of five Nests, shoddy but discreet residential buildings located in the suburbs of a city of your choice. Each one of these buildings already has enough resources, like food, water and other supplies, to comfortably house about a hundred people for an entire month. These resources are restocked weekly, with each building also having an electricity generator.
All of this allows the inhabitants to basically live hidden in your Nests without the need of interacting too much with the outside world, something that could put them in risk if someone reports them to the Corps.
Additionally, your Nests also have an anomalous property that makes them closer to the perfect hideout for Aberrants: any esoteric aura/energy (not only Essence) that is inside the buildings can't be sensed by anyone outside them, unless they're using some supernatural sensory ability that far surpass your own power. This means that any Aberrant living in your Nests won't need to worry about some random officer detecting them if they ever activate their Essence or let it spill.
Lastly, your Nests will follow you along your Chain, reappearing in future worlds in similar locations and retaining any modifications done to them.

Training Arena (600 CP - Discounted Only to Members of the Crimson Society):
Unlike the bigger crime syndicates, the Crimson Society focuses on quality instead of quantity, as, while they have very few members, all of its members seem to be extremely skilled. Even White, who is their newest member, is a genius when it comes to combat strategy as well as having incredible Essence Control. However, no one gets this powerful or skilled overnight, but, if you want for your allies to grow powerful like the members of the Crimson Society, then this item might be what you're looking for.
You found the perfect location to serve as a training arena for your fellow Aberrant gang members, be it an empty warehouse, an underground bunker, a discreet boxing gym, or even just a regular hideout. Regardless of this, this building has a special property as any kind of training done inside it is several times more effective than usual, with the damage suffered during sparring sessions also being significantly reduced, allowing the participants to go all out with less concern about hurting each other too much.
Additionally, this place will also be strengthened in order to be durable enough to resist the training sessions, no matter how powerful the involved parts are, but this

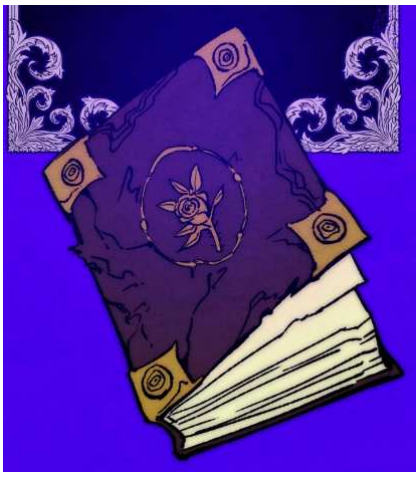
protection won’t extend to any actual combat, being only as durable as a mundane building in this case.
Lastly, this training arena will follow you along your Chain, reappearing in future worlds in similar locations and retaining any modifications done to them. Optionally, you may instead import any of your properties in order to gain these benefits instead.

Ordinary Citizen Items:



Peace Card (Free For Humans, Ordinary Citizens and Officers - 300 CP for Everyone Else): Those who test negative on the Aberrancy Testing Day and are therefore confirmed to be complete human will be issued their own Peace Card, which is required for those who wish to work, buy anything, travel, create an online gaming account, among other normal things.
In addition to also working as proof of someone's humanity, a Peace Card also serves as an ID and even a bank card. If you're a human or the seemingly only Aberrant (or even Godling) that tricked the authorities, you'll receive a regular blue Peace Card, while officers will receive a red Peace Card, which is functionally the same but reveals they're actually an Aberrant for others. In future worlds, this Peace Card may take the form of the local identity document if you have it and it can be linked to any bank account you have access to.

Watchdog App (200 CP): It might be complicated for the powerless civilians to remain calm and rationally act during the rampage of an Aberrant, but even the government officially recommends that fleeing or hiding should be their priority in moments like those. Once they're safe, then it's recommended that they report the attack by using an alert system known as the Watchdog App. This app notifies users of the activity of rogue Aberrants in their area, representing each alert as a red dot on a map. Considering the possibility of false alarms, the more reports there are clustered in one place, the higher the chance that a real attack is happening. When the attack is officially confirmed, it'll show up as a bright red dot. People can also post about their missing friends and family through this app, with this kind of report appearing as green dots in the map.
You receive a modified version of the Watchdog App, installed on any cell phone or similar device you might have. While the original app serves as an alert system, your version of it's capable of detecting with precision any being that is a significant threat to you (either because they are more powerful than you or because they possess some considerably dangerous ability/trait) in a radius of a kilometer, with each of them appearing as a red dot on the map, with its brightness increasing proportionally to how dangerous said being is to you.
For example, if you're a regular, powerless human, then the app would show the position of any Aberrant and Godling within that range.



Sub Rosa (400 CP): The Sub Rosa is another one of the lovely presents left behind by the Godlings, in the form of a purple book with golden details, having been registered by the government as the Class B Relic #122.
In a way reminiscent of the Purple Gifts, the Sub Rosa's power lies in manipulating perception by creating a sort of anti-memetic effect. This effect causes the last object written in the book can't have its location communicated, regardless if it's through words, maps, or signs. Even trying to find a loophole by communicating the location of things near the affected object seems to be impossible while the Sub Rosa is activated.
Furthermore, as mentioned before, a Relic's power is linked to its cost and Sub Rosa's usage cost is the sacrifice of four tongues, every new moon, to keep the effect activated. For a criminal organization like the Begonia Group, this is a pretty cheap price that can be paid indefinitely. This Relic's effect can be turned off by erasing the object's name from its last page or by simply not paying its cost.
However, the Sub Rosa isn't omnipotent so it's almost sure that its anti-memetic effect has a range limit. While its exact range is unknown, it can affect the entire Korean Peninsula at once.
The original Sub Rosa is currently in the possession of Penrose, the head of the Begonias, who is using it to conceal Lilith's location, but, somehow, you managed to acquire a perfect replica of it, possessing the same ability and usage cost. If your Sub Rosa is lost or destroyed, it'll reappear in your Warehouse the next month.

Humanity's Army (600 CP): A regular human is easily twenty times weaker than an Aberrant due to the latter's sheer physical attributes and potential to recover from mortal injury. Despite this, the fact that humankind vastly outnumbered the Aberrants combined with the march of technological progress after the Industrial Revolution gave the human armies the chance to surpass them and their supernatural abilities, even considering that there were way more Level 10 Aberrants in the past.
Regardless if you're a military commander or the leader of an armed militia unrelated to this country's main military force, you're now the commander of your own personal army, formed by over a two thousand soldiers, with all of them being fully loyal to you and being more than willing to even battle a Godling if you order them to.
Despite being just mundane humans, each one of these soldiers is highly trained, worthy to be in the elite unit of any regular military force, as well as having the same equipment utilized by the Korean soldiers in a mundane Earth.
Lastly, your soldiers will count as your followers.

-Companions-

Companion Import (50 CP for Each One): You can import a companion for 50 CP each, with an origin of your choosing and 600 CP to spend on perks and items. For 300 CP, you can import all eight companions. They get 600 CP to spend anywhere in this jump.

Canon Companion (50 CP): For 50 CP each, you can choose to bring a single canon character that you can convince to follow you in your chain. You can start with some pre-existent relationship with them, like friends or even rivals, if you prefer.

Your Cell (200 CP - Discounted to Corps Members): In each generation of the Corps, the newly recruited trainees are grouped into cells of threes and fours, as well as having a higher ranked officer assigned to act as their mentor. You've also been assigned to your own cell, either as a trainee or as its mentor.
You can import (or create) up to three (or four if you're a **Red Tie** or a **Yellow Tie**) Companions to be the members of your cells, each one of them receiving the **Blue Tie** origin for free as well as 600 CP to spend anywhere in this jump. Furthermore, if you're a **Blue Tie**, you can also import/create a fourth Companion to be the mentor of your cell, with them receiving the **Red Tie** origin for free and 600 CP to spend.

Partner in Crime (200 CP - Discounted to Criminals): It isn't just the Aberrant Corps that sees teamwork as an invaluable factor. The members of the Begonia Group always must travel in pairs in order for one to cover the weak points of the other. Even if you aren't an associate of the Begonia Group, you can import (or create) a single companion to fulfill the position of your pair. If you're a **Criminal** yourself, they'll have the same origin (and sub-origin as you), but, if you aren't, they'll receive the **Criminal** origin and a sub-origin of your choice instead. They'll also gain 1000 CP to spend anywhere.

Security Team (200 CP - Discounted to Ordinary Citizens): Two days before your arrival here, the criminal prosecutor, Jieun Bo, was murdered in her room by an Aberrant associated with the Begonia Group as an act of revenge because she had convicted another Begonia of using his abilities to murder over eighty people. Despite her dangerous job, she had no protection, so I believe you wouldn't want to make the same mistake as her.
By taking this option, you can have your own group of bodyguards to protect you. You can import (or create) up to eight Companions, each one of them receiving 200 CP to spend anywhere in this jump. These bodyguards have varied backgrounds, as some of them might be former criminals, disguised citizens, or even deserted officers, so each one of them receive an origin of your choice.

-Special Companions-

Some of the canon characters are special, some of them being worthy of more than just 50 CP or maybe having their own special traits or requirements. These companions follow the same rules of the ones from the purchase of **Canon Companions**.

The Cell 4 (300 CP): As mentioned before, the newly recruited trainees are grouped into cells, together with a mentor, with each cell being assigned a number. Among the Third HQ's cells of this generation, the most important of them for us is Cell 4, composed by Sayeon Lee, Ryujin Kang, Min Woo, and, last but not least, Iseul Kim, with their mentor being the Level 6 officer and Head of Building Security, Juni Chang. By taking this option, you'll not only have the chance to join Cell 4 if you're a **Blue Tie** from the Third HQ (either as the fifth member or replacing one of the other four main members), but you'll also be able to take all of the members of the group that are still alive by the end of your stay here along you in your Chain, with all of them becoming your Companions. In future jumps, the members of Cell 4 can be imported as individual Companions each or even imported collectively as a group, with them taking a single Companion Slot instead.

-OC Companions-

None of the following Companions exist in this jump unless taken here.

Delinquent Recruit (100 CP): It's not uncommon for the Corps' recruits to have some criminal record or even be actual prisoners. In addition to Ryujin, this is also the case of another one of this generation's Blue Ties. This trainee has a considerable record of aggression from when he was still a kid. In his childhood, he used to suffer a lot of bullying from his school classmates, but the roles switched when he awakened as an Aberrant and went on a rampage attacking them and even his former friends.

Fortunately for him, none of his classmates died in that incident but he was still sent to a "readjustment facility" where he was frequently tortured by an officer with the ability to force people to relive memories. Months later, he came back home traumatized.

Currently, he was forced to join the Aberrant Corps against his will, maybe even as your teammate if you're a trainee too. Either way, he met you and, due to respecting your power, he decided to accompany you even if you aren't with the Corps.

As an Aberrant, he inherited his mother's abnormally large Essence Capacity (comparable to Yesol Na's) as well as her incredibly rare ability: **Gift Mimicry**. This allows him to replicate basically any Gift that other Aberrants use nearby him, with him having enough Essence to replicate up to four Gifts at once. The strength and usability of the copied Gifts are based on his own power, but he can't properly copy Perfect Gift with his current power. Post-jump, he'll also be able to copy other similar abilities that are based on aura and life energy, but, the more different they're to Gifts, the more energy he'll use to copy them.

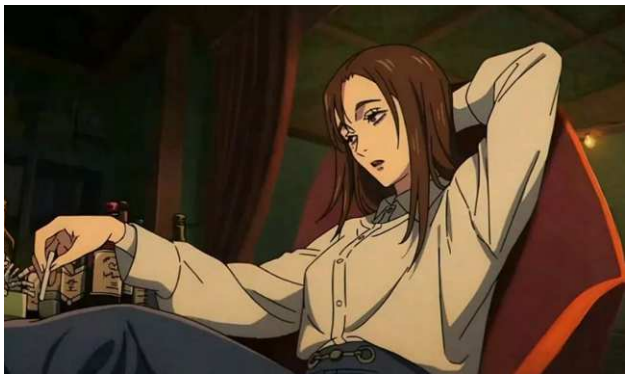
Furthermore, he also has a natural talent when it comes to combat, allowing him to quickly learn how to properly fight with almost any ability he replicates. Considering his Essence Capacity, powerful Gift, and fighting skills, he has the potential to be a Level 10 Aberrant once he reaches his full potential, but he has a serious problem. Like Ryujin, he's very unwilling to use his Gift, but due to different reasons from hers.

All of his trauma made him associate his Gift with his berserk rage, so, every time he triggers it, he tends to assume a sort of "monster personality", becoming far more aggressive and ruthless (but this is more a consequence of him only using it while he's already on the verge of losing control). Of course, you could help him overcome his trauma and make peace with his past, allowing him to use his powers without losing control over himself but this is a task that will require patience and effort.

S-Class Officer (200 CP): Among all of the currently active Level 10 officers, none of them is considered as terrifying by criminals as this one. At the first glance, she has a harmless appearance, being a petite woman with naturally curled green hair, who is commonly mistaken for being much younger than she really is, but thinking she's fragile and weak is a mistake many committed and all of them regretted.
In reality, she's a hot-headed lone wolf with an arrogant personality and a massive superiority complex, being known for her violent behavior towards enemies. Her explosive temper and lack of empathy for others already caused a lot of incidents and unwanted destruction, with this being the reason why the higher ups didn't offer her the leadership of any HQ. Her personality and behavior are mostly the result of her childhood, as she was sold by her family to be a subject of a group of scientists until the day Aera Son herself raided their hideout and rescued her, inspiring her to become an officer.

What makes things worse is that her arrogance and superiority complex is backed by her power. As a Level 10 Aberrant, her Gift is **Telekinesis**, but, unlike Iseul's imperfect Telekinesis, her Gift combines an extremely powerful psychokinetic output with incredible precision and the ability to simultaneously affect multiple targets. Normally, she has an incredible range of over a kilometer and can lift tons easily and, at her full power, she could lift an entire building from the ground if she's willing to exhaust her reserves. She can even effortlessly levitate and even fly at high speeds with her own telekinetic power. When it comes to raw power, the only Aberrant alive that surpasses her is Captain Han himself.

Maybe you're somehow more powerful than her and she decided to follow you simply to prove she's actually stronger or maybe you awakened her "sisterly" instincts and she decided to protect you, but, regardless of the exact reason, she decided to follow you along your Chain, becoming your Companion.



Primary Healer of the Corps (100 CP): She's the medical chief officer of the First HQ, being arguably the best healer in the entire Aberrant Corps, but, due to her very laid-back and stoic albeit depressed personality combined with the fact that she's a heavy smoker, she isn't quite as popular as Hayoon, among among her fellow coworkers.

In her generation, she had only two teammates during her trainee years, both of whom had potential to become Level 10 officers but they untimely died while facing an Aberrant who apparently lacked a Gift of his own but had a greatly enhanced physical condition in exchange.

Nowadays, as a Level 9 officer, she's fully focused on her work as she seems to have no personal life outside. Fortunately, after meeting you, she got reminded of her trainee days and decided to accompany you. Maybe you remind her of her two best friends, but she probably won't admit it if you ask her directly.

Furthermore, her Gift is **Essence Healing**, allowing her to efficiently heal herself and others using her energy. Her healing abilities are faster and more efficient than even an Aberrant's natural healing, with her being capable of casually reversing even the severe damage on her lungs caused by her smoking habits.

Demon Lord of the Criminal Underworld (200 CP): Over fifteen years ago, there was a Level 10 Aberrant who ruled the criminal underworld as a self-proclaimed “Demon Lord”. Famous for his charisma, sheer power, cunning and malevolence, he commanded a crime syndicate with nature and structure similar to the modern Begonia Group. However, the reign of this country’s greatest villain ended by the hand of this nation’s greatest hero, Aera Son.

She and the Corps managed to crush his organization and, after a brutal battle that ended up in him being heavily scarred, they incarcerated him in a maximum security prison, where he would spend the rest of his life (to the point of him even needing to wear a special breathing mask). That is, if you hadn’t managed to help him to escape the prison. He decided to accompany either for some twisted sense of gratitude or because he saw you as an opportunity for him to become a symbol of evil once again. Fortunately for you, some of his worst negative personality traits seem to have calmed down a bit due to all of his plans having been destroyed by the Divine Witch and after spending over a decade in prison, so he won't betray you.

As a Level 10 Aberrant, his Gift has been called by many names, but the official name used by the Corps to refer to his ability is **Gift Theft**. This gives him the ability to forcefully steal other defenseless Aberrants' Gifts by touching them with his hands and wield the stolen Gifts as his own, as well as redistribute these Gifts to other people. As an incredibly skilled fighter, he's a specialist in combining Gifts to create compound attacks with devastating effects, but he prefers to steal simpler Quirks that rely more on raw power as he doesn't like to spend years mastering more complex powers.

However, his Gift has some limitations. First of all, there is a limit to how many Gifts his injured body can contain at once, as having more than seven Gifts would cause his body to explode due to overflow, literally. Second, while he can grant Gifts to ordinary humans, they’ll be unable to use them and will likely end up with their body broken to the excess energy, in a similar way to what happens due to an overdose of Rapture. Third, post-jump, he’ll only be able to copy aura/life energy-based abilities that are similar in nature to the Gifts of this world.

Embodiment of Greed (100 CP): The Sea Wolves are considered self-righteous bastards even by most criminals, but among all of them, an infamous captain stands out in this aspect, a career criminal who naturally has a similar kind of albinism to Min's. This man is an extremely prideful, selfish, hypocritical sociopath with a clear god complex, being someone who always finds excuses for his own behavior while finding unreasonable faults in the actions of those that go against him. He even joined the Sea Wolves due to seeing them as a step of his plan of creating a new world with him at the top, surrounded by his servants. Years ago, he was a horrible but ordinary human living a mundane, dull, depressing and detested life, but everything changed when he made a deal with an evil Godling who offered him power in exchange for even more of his almost inexistent humanity.

By becoming an Aberrant with the blessing of that Godling, he acquired the power of **Time Stasis**, which allows him to stop the time of his own body and of objects he's touching. Objects frozen in time are unaffected by any physical phenomena, causing them to effectively become indestructible as well as capable of passing through and destroying anything. This theoretically allows him to create absurdly powerful attacks capable of completely bypassing any defense while simultaneously moving at speeds beyond comprehension, that is, if his Gift was perfect, something it isn't.

Other Gifts related to time manipulation are already energy intensive, but his Gift's energy consumption is on a whole new level. Normally, his Essence Capacity is just enough for three or four powerful attacks daily at best and using it on his own body causes his heart to temporarily stop beating.

Fortunately for him, he found a workaround for this severe vulnerability. By using a relic, he can link his heart and reserve of Essence with those belonging to his "wives", a group of women that were forced to marry him and become his pure servants who never smile, allowing him to more frequently use his Gift. Fortunately for the rest of the world, he has less than ten wives currently, unlike another version of him from another universe, so the time he can keep his Gift activated is still pretty limited.

After meeting you, he saw you as an opportunity to further approach him to his grand goal, an opportunity even more valuable than eventually killing the Sea Wolves' president and taking his place as he originally planned to do. Due to this, he decided to become your Companion, taking his wives with him. Fortunately for you, despite his personality, he thinks of you as somewhat his equal, so you won't need to worry about him betraying you and you won't need to lead with his most annoying traits, like his tendency to complain about others "violating his rights."

Altruistic Princess (200 CP): Even in a grim world like this one, where one could say that all Aberrants are doomed, there are still some cheerful individuals that are akin to a rainbow in the dark.
This tall, slim, and albino girl is one of such people, being an associate of the Concordat who runs her own Nest to shelter Aberrants in need. She's a true pacifist who is extremely sweet and idealist, to the point of even lacking the "street-smarts" that any illegal Aberrant has.
Her dream is to help as many people as possible, so you convinced her that accompanying you along your Chain is the best way for her to fulfill her dream.

Furthermore, it's also easy to notice she has some serious secrets. While her personality and kind actions are genuine, the main sign that she isn't a normal Aberrant is her appearance. While she claims to have developed albinism for the same reasons as Min and Hayoon, she still has blonde hair and red eyes. She also always hides her feet and even avoids smiling too much to keep her fangs hidden. In truth, she isn't an actual Aberrant, but a Half-Godling instead, being the daughter of a Godling who rebelled against his kind to help humankind centuries ago (but vanished a few decades ago) and a Level 10 Aberrant.

Thanks to her heritage, her raw power is already on par with Level 10 Aberrants but what makes her truly special even among her kind is the fact that she inherited and awakened both the blessings of her parents. In a few words, she's the only individual in the whole world who naturally has two Gifts.

From her Godling father, she inherited the power of **Royal Armor**, which gives her the ability to conjure an armor of Essence, complete with horns, tail, claws, and six wings. This armor greatly increases her durability and physical strength, as well as allowing her to fly. From her Aberrant mother, she inherited the power of the **Voice of the Serpent**, which gives her the ability to manipulate people's emotions using her voice (mainly by singing). Her mother used this Gift to induce people to despair and force them to submission, but she prefers to use it to calm others.

Unfortunately, as she's a pacifist with little to no combat experience, she's unskilled at wielding her two Gifts. She doesn't even like to activate her Gift to simply try to intimidate others using the pressure caused by her absurd amount of Essence. However, she isn't defenseless as, if forced to defend herself or others, she'll still fight with her full strength.

Fiery Girl (100 CP): A short, attractive Aberrant with dark skin and a great bottom (according to an officer capable of manipulating a shadow-like fluid), she's the newest recruit of the Crimson Society, known by her alias "Orange".

When she was younger, she had a condition that caused her to lose control over her Gift and harm herself, but she and her older sister moved to Goryeo to find an Aberrant that could help you.

This Aberrant actually healed her and gave her full control over her powerful Gift, but the sisters' happiness didn't last long.
The older sister was captured, experimented on and eventually died by the hands of a private corporation working for the government.

This caused her to start hunting officers in an aimless quest for revenge, until Samin found her and offered her a position in the Crimson Society. Eventually, the group managed to find and eliminate the responsible for her sister's death, which ended up leaving her without a purpose until the day she met you and decided to follow you.

As a Level 8 Aberrant, she's extremely skilled at reinforcing her own body, capable of strengthening her base strength and durability for almost twenty times (more or less twice than the average Aberrant). Her preference for close combat also synergies well with her Gift, **Fiery Aura**, which grants her the ability to cover herself with her Essence and ignite it, creating unnaturally hot flames as well as making her look like a skeleton beneath her flames. While the flames don't hurt her, she doesn't have any control over them, so she tends to cause a lot of collateral damage while fighting with her Gift.

Pureblooded Vampire (700 CP): Some of the supernatural creatures from the legends of today were inspired by Godlings, like how Lilith and other Godlings with similar forms probably inspired all legends about Mermaids.

This tall, pale Godling was the source of all legends about vampires in this world. Like many Godlings, he's a solitary, inhuman individual who has existed since before humankind, but, eventually, he lost all purpose in life and became bored, just like his progenitors who killed themselves out of sheer boredom.

When the armies of humanity went on war against the Godlings, he apathetically observed his kind being defeated and decided to fall asleep forever, hiding his body in an underground stronghold.

In another world, the humans would eventually discover him to take advantage of his power (and he wouldn't even care because this is how insignificant humans are in his viewpoint), but, here, you found him and awakened him for the first time in over a thousand years. Initially, he didn't pay any attention to you, but the chance of discovering new worlds and finding a cure for his endless boredom convinced him to become your Companion.

As a Godling, he's truly a god when compared to even the strongest Aberrants, with his power matching that of Cain, the Godling responsible for the Hongsan Island Catastrophe. He had a few Champions before hibernating, with his power causing them to develop vampire-like characteristics like pale skin, thirty for blood and weakness against the sun (despite him lacking such weaknesses).

Furthermore, as a vampiric deity, his Gift is **Blood Authority**. With this power, he can freely create and shape his blood, capable of creating giant constructs or even giant monstrosities made out of pure blood. In theory, he could create an army composed of thousands of blood soldiers, spawn a race of lesser "vampires" that can infect other humans, spread a sea of blood that he can control, or other similarly absurd feats, but it's rare for him to have enough interest to test the limits of his Gift.

-Scenarios-

You can take as many scenarios as you want, as long as they aren't incompatible.

A Mortal Against a Goliath (Exclusive to Humans): By uniting their forces, the regular humans managed to surpass the Aberrant and take over the top of the world, but, individually, a powerless human has little to no hope of defeating even one of the weaker Aberrants in direct combat. This is where you come in, to prove the worth of humankind's power by taking down one of those that are considered gods.

This scenario's goal is pretty simple: as a completely mundane human, you must defeat an Aberrant that has been officially classified as Level 10 by the Aberrant Corps (or an Aberrant who is at least as powerful as those belonging to this ranking) in a fair one-on-one battle.

To make things more interesting, until you complete this scenario, Level 10 Aberrants will become completely immune to any out-of-jump items and perks you might have, so you must find a way to defeat them using this world's power system. Melee weaponry, firearms, Relics, and even Rapture are all possibilities for you, with the only restriction being making a deal with a Godling to become its Champion (as you wouldn't count as a mundane human anymore in this case).

-Reward: As your reward for defeating one of the strongest Aberrants while being a mere mundane, unblessed human, you'll receive an unique **Level 10 Relic**, made from the crystalized power of the Aberrant you defeated. Taking the form of an accessory or weapon of your choice, this special Relic contains a perfect copy of the defeated Aberrant's power from which it originated, granting its wield access to their Gift and even the abilities of strengthening and healing. In practice, this Relic grants all the power of a Level 10 Aberrant to anyone who wields it. Unlike other Relics, this one doesn't have a cost associated with its usage, as it has its own inner reserve of Essence that recharges over time.

Head of the Crows (Exclusive to Corps Members, Incompatible with The Age of the Blessed or with The Age of the Gods): In every generation of the Aberrant Corps, the three most powerful Level 10 officers were known as the 310 Council, with the most influential and/or powerful among them being the most probable candidate to be crowned as the Head of the Aberrant Corps in the right conditions.

Three generations ago, the head was the War God, **Mija Jung**, a veteran of the Violet Invasions. Two generations ago, the head was the Kingkiller, **Taehan Gyeon**, who assassinated the dictator of Sakdian. One generation ago, the head was the Divine Witch, **Aera Son**, who ended the Hongsan Island Catastrophe by slaying Cain. However, fourteen years after her death, her seat still remains empty.

Your goal in this scenario is to occupy Aera's seat as the Head of the Aberrant Corps, before Sungwoo Han or another member of the 310 Council manages to become the new head first, and stay in this position until the end of your stay here.

There are only two ways to become the Head of the Aberrant Corps: Do something extraordinary or have the government need you to do something extraordinary. Both Mija Jung and Gyeon exemplify the latter. Mija was promoted during the war, a time when the army needed a hero. Meanwhile, Gyeon was promoted for a different purpose, as he carried out clandestine missions for the government.

Nowadays, Sungwoo Han, the current most powerful officer, is attempting to be promoted as the new head by doing something extraordinary, in this case, solving the situation of the Begonias being currently in the possession of Lilith, regardless if it ends up in the sacrifice of trainees or not.

It's up to you to choose how you'll convince the government to promote you as the new once you're powerful and influential enough, but, fortunately for you, the government and the other two members of the 310 Council are actively against Han becoming the new commander of the Corps.

Alternatively, if you've taken **The Golden Era** toggle, then this scenario will be even more difficult as the seat of Head of the Aberrant Corps will still belong to Aera Son herself, so you'll need to find a way to demote her, convince her to abandon her role before the government decides to dispose of her, or at least wait until the Hongsan Island Catastrophe happens and let Aera sacrifices herself to slay Cain.

Regardless of how you rise to the top, you must do at least a proper job as the new Head of the Crows and ensure that the Aberrant Corps will retain their position in society without collapsing or being replaced by some other law enforcement organization. This scenario will count as finished at the end of your ten years here.

-Reward: After you've finished your stay here as the Head of the Crows without causing the collapse of the Corps, it's finally time for your rewards. As your first reward, you'll be able to bring the **Aberrant Corps** itself together with you along your chain, with you being its highest authority.

By default, your Aberrant Corps will become affiliated to the local government of each future setting you visit but it may become a private organization instead if you prefer this way. In addition to the Corps' assets like its three Headquarters following you along your chain, the current members of the Corps, and the future ones that you recruit, will also follow you if they wish for, with them counting as your followers, unless you decide to import each one separately as Companions.

As your second reward, you'll be able to bring the other two Level 10 members of the **310 Council** as your Companions for free, which can be imported individually or even collectively, with the duo taking a single Companion Slot instead in this case.

Head of the Rogues (Exclusive to Criminals, Incompatible with The Age of the Blessed or with The Age of the Gods): It's not only the Aberrant Corps that have a defined hierarchy with a single Level 10 Aberrant on its top, as the main syndicates that control this country's criminal underworld also have their own powerful leaders. The Begonia Group is leadered by Penrose, the Sea Wolves are leadered by their president, the Concordat is leadered by the Youngest Brother's current heir, and the Crimson Society is leadered by Red herself.

By default, you'll start this jump as a lowly grunt at the lowest part of the hierarchy of whatever crime syndicate you belong to, but, as your quest in this scenario, you must rise through the ranks and take over its leadership whatever it takes, as well as stay in this position, until the end of your stay here.

It's completely up to you to decide how you'll become the new leader of your criminal group. Maybe you can try to take advantage of a post-crisis reorganization in order to accumulate power, like how Penrose did to take control over the Begonia Group, or simply slowly earn influence and trust with the current leader until they "willingly" make you their successor, like how Sara Lee would do with the Sea Wolves' president if she hasn't been killed by Aera Son.

Regardless of how you rise to the top, you must do at least a proper job as the new head of your crime syndicate and ensure that it will retain its power and influence in the underworld without being destroyed or fragmented. This scenario will count as finished at the end of your ten years here.

-Reward: After you've finished your stay here as the leader of your criminal group without causing its end, you'll be able to bring your own **Crime Syndicate** (be it the Begonia Group, the Sea Wolves, the Concordat, or even the Crimson Society itself) together with you along your chain, with you being its highest authority.

By default, your Crime Syndicate will retain more or less the same position in the local criminal underworld in each future setting you visit, keeping a similar network of contacts, but it may be a newly formed organization without any previous backstory instead if you prefer this way or if you're a Drop In.

In addition to the group' assets like its hideout and illegal businesses following you along your chain, its current members, and the future ones that you recruit, will also follow you if they wish for, with them counting as your followers, unless you decide to import each one separately as Companions.

The Second Catastrophe (Can't be taken by Godlings): Fourteen years ago, a Godling washed up on the uninhabited Hongsan Island. The government did their best to keep it under wraps in order to prevent the information from leaking to the public and causing them to panic, thus negatively affecting the economy. As the authorities wanted to get rid of it quietly, they sent the most elite of the Aberrant Corps to the island, including the Head of the Crows at the time.

However, news leaked to the highest-ranking members of the criminal underground, so the Rose Group and the Sea Wolves followed suit, sending their most elite members as they wanted to capture the Godling and use it as their own weapon.

But news leaked to the highest-ranking members of the criminal underground. The Aberrant Corps sent their most elite to Hongsan Island, including the head of the Aberrant Corps. The most powerful Aberrant they'd employed in over a century. The Rose Group and the Sea Wolves followed suit. They wanted to capture the Godling, use it as their own weapon.

The details are unclear, but what is known is that fifty-three extremely powerful Aberrants died on that island, causing a heavy blow on all three involved factions. It's unknown if most of them died during the conflict between the three groups or if the Godling known as Cain was responsible for their deaths. Years later, this event became known as the Hongsan Island Catastrophe.

At some point of your stay here, a new Godling as powerful as Cain will appear in a remote island around Koryo, with the news about its appearance and awakening being sent to both the government and all the significant crime syndicates (or other similarly powerful organizations if you're arriving at a different point of the timeline). In the same way as it happened fourteen years ago, they'll send their most powerful forces to this island after the Godling, but, this time, you must be the one to destroy or capture it.

Furthermore, if you or the other factions don't capture/destroy it in a month after its awakening, the Godling will be free to exit the island and go anywhere it wants, be it the continent, the deep ocean, or the other side of the planet. If this happens, then it's very probable that the other world governments, the richest corporations, and even the foreign criminal organizations will also try to go after the Godling for their own interests.

Lastly, while the Godling is a sapient being, negotiations with it are impossible, as it never listens to any inferior being, even if said inferior being is stronger than it. This Godling will only do whatever it wants, be it destroying an entire island, razing cities to the ground, forcing the mortals to worship it, or simply going back to sleep.

-Reward: As you complete your quest, it's time for your rewards that vary according to which path you followed in this scenario.

If you manage to successfully capture and control the Godling, your first reward is the Godling itself, in the form of a **Sleeping Deity** now loyal to you, following the same rules as described in the namesake item. As the Godling is now under your control, a Relic is manifested from its power, taking the form of glowing, crystalline blue chains. This set of **Divine Chains** are a special Relic made to contain deities just like the Godling, as any defenseless deity that is chained with them will have their power fully suppressed, allowing them to be perfectly contained, with their only way to escape is a third part unchaining them. The chains grow in size and length to match their current target and they also work with the avatars and gods' champions/heralds, albeit with reduced effectiveness.

Alternatively, if you managed to slay the Godling instead of capturing it, your first reward is the Godling, but as a **Deceased Deity** instead. While it'll keep most of the benefits of the **Sleeping Deity** item, it won't be able to reawaken to follow your commands and thus will count only as a regular item instead of a follower. Additionally, as the blood of the Godling spills on the ground, it condenses, solidifies and takes the form of a crude-looking red sword. This **Godslayer Sword** is a special Relic containing the power to kill deities, as it has the ability to bypass any kind of immortality possessed by them as long as it deals the killing blow. It also prevents deities from cheating death if they die by this sword's blade, like how Naj managed to cheat death by ascending to a bodiless existence as soon as its physical body died. However, despite being incredibly durable and worthy to be wielded even by Godlings, this sword has no other special properties to make it easier for you to actually slay gods in combat.

Divine Challenge (Exclusive to Godlings): Fourteen years ago, a fellow Godling, Cain, washed up on the uninhabited Hongsan Island and awakened from its centuries-long hibernation. The Godling stayed on the island for some time, until a small army of powerful Aberrants arrived to either slay or capture it. This Godling's story ended when Aera Son sacrificed herself to ensure its death.

In the previous scenario, you would have to deal with a new Godling appearing in a remote island, but, as you're a Godling yourself, you'll instead take the role of the god that recently appeared in this scenario.

To succeed in this scenario, at some point of your stay here, you must travel to a remote island of your choice around Koryo and stay there for at least a month.
The news about your appearance will be sent to both the government and all the significant crime syndicates (or other similarly powerful organizations if you're arriving at a different point of the timeline).
In the same way as it happened fourteen years ago, they'll send their most powerful forces to this island after you. To make things more interesting, after three weeks, the news about your appearance will also reach the international factions, so they probably will go after you too. You must survive on this island during this month without being captured.

Lastly, it's impossible for you to negotiate with the Aberrants and humans going after you, as it's guaranteed their only intention is to either destroy or capture you.
-Reward: As you've completed your quest and successfully proved your worth as a deity, you acquired a power that no other Godling seems to possess. Many Godlings have the ability to shed their physical forms and exist in the ether, as incorporeal beings that can communicate with mortals through dreams and can't be killed through more conventional means but with their capacity of influencing the physical world greatly reduced. While their worshipers believe that a Godling in this state can return to Earth by using its Champion as a vessel, it doesn't seem to be possible for a Godling to recover their physical form once abandoned.

Fortunately, this isn't impossible for you. The power you receive in this scenario evolves you into a **Transcendent Godling**, giving you the capacity of freely shifting between your physical and incorporeal forms at will, requiring only a few minutes of concentration to transform. Additionally, if you're ever killed in your physical form, you'll automatically shed your physical body to cheat death and survive as a bodiless existence. However, in this case, you'll be locked in your incorporeal form until the start of the next jump unless you use a 1-up bonus or have a way to resurrect your physical body. But keep in mind that dying in your incorporeal form will still result in true death.

The Endgame (Incompatible with The Golden Era, The Age of the Blessed or The Age of the Gods): Regardless of whether they belong to the Corps or not, there's no hope for the Aberrants at large. The problematic or useless ones are eliminated by the authorities, while the useful Aberrants are used by them, worn down to the bone, and then, once they outlive their utility, they're disposed of. Considering the path this society is following, this will only end with the eventual extinction of the Aberrants by the hands of humanity. There's no light at the end of the tunnel for them. The Aberrants can't win, they're all doomed.

But that's how losers think. And, of course, someone like Sayeon Lee has a plan for an endgame where the Aberrants win in some way. Originally, Sayeon wanted to become a Criminal Prosecutor to make the world more just, but, after she awakened as an Aberrant and was forced to join the crows, she saw in first hand the evil deeply rooted in society and how rotten the Corps is.

However, Sayeon reached the conclusion that the Corps is a needed albeit flawed form of order that prevents society from falling into anarchy. Fortunately, the things with flaws are that they can be fixed. The evil can be rooted out and what is rotten can be eliminated. All you need is someone with the right strengths and a great amount of determination.

With this in mind, she devised a long plan to eventually fix the Corps and perfect them into a more just form of order that in turn will improve society, as well as ensuring that her best friend's death wasn't for nothing. However, even with her power to rewind time, she's far too weak to actually reach her desired endgame and thus need many powerful and useful allies and pawns, so this is where you come in.

Your objective in this scenario will be to help Sayeon have success in her master plan, but not only this, as you also need to ensure she considers you as her most valuable ally, regardless if your relationship with her is merely professional, just friendship, or even something more. In a few words, if Sayeon is the King Piece, you must find a way for her to consider you as her Queen Piece.

-Reward: By becoming her right-hand (wo)man and helping her to fix both society and the Corps, **Sayeon Lee** will follow you along your chain, effectively letting you take her as your Companion for free.

Furthermore, you also receive the unique perk, **I Have a Plan**. This perk gives an innate instinct that will guide you to discover how to fix social problems in a way where all related people can live a better life without one social class oppressing the others. By studying the workings of a society and its problems, you can quickly come up with a project of detailed reforms and changes that other skilled scholars would have taken decades of dedication to come out with a project of similar quality as yours. As an added bonus, any society that you attempt to improve somehow will have a tendency of keeping such improvements instead of them disappearing after a few generations or if some tyrannic dictator takes over.

-Drawbacks-

There is no drawback limit, take as many as you think you can handle.
Remember the rule: Drawbacks always override perks.

The Golden Era (Free - Incompatible with The Age of the Blessed or with The Age of the Gods): Normally, you would arrive in this world in the same day as Sayeon Lee will find out she's an Aberrant during the annual testing, however, by taking this toggle, you'll arrive earlier, more specifically, more or less twenty years ago, during a golden age for both the largest crime syndicates and the Aberrant Corps. By the time you arrive here, the strongest Aberrant of the modern era, Aera Son will still be alive and working as the current Head of the Corps. Meanwhile, Sara Lee will be second-in-command of the Sea Wolves and the Begonia Group will still be known as the Rose Group.
However, this golden age has a set end date. Six years after your arrival here, a Godling will wash up on an uninhabited island off the coast of Koryo. If the canon events happen, all the major factions of this nation will go after the Godling to capture or destroy it, resulting in the infamous Hongsan Island Catastrophe that will end up in heavy loss for all involved. You're not forced to join them in the battle against Cain, but I don't think you would want to lose this opportunity.

The Age of the Blessed (Free - Incompatible with The Golden Era or with The Age of the Gods): Or maybe you want to arrive earlier. By taking this option, you'll arrive two hundred years ago, during the Industrial Revolution when Aberrants still controlled the world. The number of Aberrants all around the world probably has never been so large, but this is also a period marked by technological progress, the same progress that will close the gap between Aberrants and the rest of humanity just a little bit. As a result, in a few years after your arrival here, the normal humans all over the world will go to war against the Aberrants and, if things happen normally, they'll win and take over the world.
While this is definitely a more dangerous time to live in this world, this option doesn't reward any points as Aberrants will likely have a way better life here.

The Age of the Gods (+200 CP - Incompatible with The Golden Era or with The Age of the Blessed): Or maybe you want to arrive even earlier. By taking this option, you'll arrive a thousand years ago, during the reign of the Godlings. Similarly to the previous toggle, you'll arrive a few years before humanity's armies, leadered by the Aberrants, will begin to rise up against the gods. If the canon events happen, most Godlings will end up being killed during this uprising, with some of them escaping just to end up executed during the following centuries, but probably at the cost of countless human and Aberrant lives.
Unlike the previous options, this one will grant points, as you'll be arriving in a far more dangerous time, regardless if you're a mortal or a god.

Aura of Rot (+100 CP): An Aberrant's aura is a reflection of how they feel, but there's something clearly wrong with yours. While your aura will still reflect what you're feeling currently, your aura feels sick regardless of your emotional state, like something decaying, akin to the aura of someone who contains all of their feelings and lets them rot inside their heart. Even if you're a normal human with colorless aura, you'll passively emit a faint aura that any Aberrant with basic sensory ability will be able to sense while near you.

Not a Fan of Jokes (+100 CP): While you might be sociable and charismatic, you have a problem when it comes to jokes. Like Heron (and even Sayeon to a lesser degree), you usually don't really get them until someone explains them to you and then it's very likely you'll look stupid for not understanding something so obvious. Even most of the jokes you do get won't be funny to begin with, but you'll still be obligated to pretend that they are or the air will get all uncomfortable.

Rapture Ghost (+100 CP): Do you happen to be related by blood with Min or even Hayoon? Actually no, but by circumstance, perhaps. As a child, you've been repeatedly drained of Essence by other people to produce Rapture and, as a consequence, you developed a permanent total loss of pigmentation, causing your skin, hair and eyes to become pure white. Fortunately, this condition doesn't seem to cause any other health problems, as your artificial albinism doesn't make you far more vulnerable to sunlight. Normally, only Aberrants survive this kind of treatment because they're made of stronger stuff than normal humans, but you can still take this drawback if you're a mundane human.

Exposed File (+100 CP/+300 CP): Most rogue Aberrants who are newer to the criminal scene tend to stay under the Aberrant Corps' radar for a while, but, as they get more experience and start to stand out more, the Corps eventually register them. The Aberrant Corps keeps a record of every known rogue Aberrant, using information gathered by officers who have encountered them. This includes information about their Gifts, their criminal history, and other relevant traits, like an abnormally large Essence Capacity.
By taking this drawback for **+100 CP**, the Aberrant Corps will have access to a file describing all of your abilities that you have acquired in this jump. This may not seem so problematic at first, but if you ever go against the Corps, they'll know how to counter you and, depending on your abilities, they might decide to classify you as a priority target if you aren't already a Corps member.
Alternatively, for **+300 CP** instead, all of the major factions, including some of the governments and the biggest crime syndicates of this world, will have access to a file about all of your abilities and items, including those from other jumps.
Lastly, if this drawback is taken together with **The Age of the Blessed** or with **The Age of the Gods**, then equivalent organizations appropriate for each age will take their place to acquire information about your abilities.

Criminal History (+100 CP): It seems like you have made some bad bad choices in your youth and, as a result, you have a pretty extensive criminal record, with several counts of theft, assault, driving without a license, or other similar minor crimes. Fortunately, you have already answered all these charges and owe nothing more to justice and, even if you're an Aberrant, you weren't sent to a prison where you would have the horrible experience of having almost all of your life force drained.
Even so, the authorities of whatever country you're in will be aware of your record and you'll be mistrusted by them. This isn't too much of a problem if you're a Corps member or a criminal, but the higher ups hardly will be willing to promote someone with a history like yours if you're the former and you'll already be in the radar of the authorities if you're the latter.

+Former Prisoner (+100 CP - Requires Criminal History, Exclusive to Aberrants): Well, I was wrong. You have committed some major crime in the past, like murder, and ended up being sent to a prison, when they put an Essence Cuff on you and set its potency to max. Due to it, you had no energy to move, to think, and generally just felt like hell during your entire stay in prison. By the time you arrive in this world, you would have already been released, but, in addition to a few possible traumas, you'll be unable to use any of your abilities as you'll need a few weeks to fully recover and regenerate your Essence reserve.

+Maximum Security Prisoner (+100 CP - Requires Former Prisoner): Well, I was wrong again. You're a far worse criminal, akin to a terrorist, a gang leader, or even a serial killer. Due to it, by the time you arrive in this world, you'll still be imprisoned in a maximum security facility, forced to wear a fully powered Essence Cuff that will drain your life energy (including other reserves of esoteric energy you might have). To make matters worse, you must find a way to escape this prison, because, if you're still imprisoned after the end of your stay here, it'll count as a Chain Failure. Lastly, if you're a **Corps Member**, you've already been expelled from the Corps and will be no different than any criminal aside from your backstory.

The Kindness Variable (+100 CP/+200 CP/+300 CP): Human beings aren't cold, unfeeling, logic machines, with most people lacking the ruthless and unhingedness displayed by a certain family of Aberrants. It might be surprising for you, but most people tend to be at least minimally kind and you're no exception to this.

For **+100 CP**, you're prone to be soft-hearted with children, people who resemble you/your loved ones and other defenseless/weak people, preferring to spare them if possible. Furthermore, while you don't have a problem with killing people that don't fit those criteria, you'll also need to lead with at least a bit of guilt from killing them.

For **+200 CP** instead, your soft-heartedness will have become a true no-kill rule, making you avoid killing any opponent unless that is completely unavoidable, no matter how evil they are or how much you hate them. Of course, you might not kill your enemies, but this doesn't mean your enemies won't wish that you did, because you have nothing against using violence. Despite this, your refusal to kill will still make you pretty unpopular with the leadership of basically any gang.

Lastly, for **+300 CP** instead, in addition to a no-killing rule, you'll have a complete aversion to violence, being an actual pacifist. The mere thought of hurting another human being will go against your every instinct and it'll be difficult to even just watch fights. Despite your pacifism, nothing prevents you from finding a way to get others to get their hands dirty for you.

Viewpoint of a Machine (+200 CP): People tend to assume of others what they know of themselves. A liar wouldn't trust a word you say, a traitor will never turn their back to you, a simpleton who follows all the rules assumes his opponent will too, and someone who fundamentally misunderstands people will treat others like predictable machines. You fit this last case, as you'll almost always ignore people's feelings when thinking about how they might act, predicting their actions and behavior as if they were cold, unfeeling, efficient, logic machines. Fortunately, in the same way as Sayeon, you can eventually overcome this, but it'll probably take some serious mistakes until you learn your lesson.

A Simpleton (+200 CP): You might be a prodigy when it comes to fighting or scheming, but this doesn't prevent you from being a simpleton during combat. You rarely think outside the box when you fight, preferring to focus on simple techniques and abilities that rely more on raw power rather than finding complex and/or clever alternatives. Fortunately, in the same way as Min, a lot of practice and experience will help you overcome this problem of a lack of out-of-the-box thinking.

A Moron (+200 CP - Incompatible with A Cautious Overthinker): The newest and youngest captain within the Sea Wolves, Yesol Na might be a prodigy and a Level 8 Aberrant, but she's undeniably a shortsighted and reckless idiot. She's the kind of idiot who, instead of finding who might have kidnapped a kid, would think it's simpler to draw out everyone that could've done it and fight them one after the other. If this isn't stupid enough, then be aware that she's also the kind of moron who would encourage an opponent to attack her even when she's out of Essence.

Unfortunately, you’re the same kind of idiot as her. This doesn’t mean you’re any less smart or skilled, but you’ll still be incredibly shortsighted and reckless. I hope you have enough power and natural talent to make up for it, because you’ll end up risking your life too often if you don’t have them.

A Cautious Overthinker (+200 CP - Incompatible with A Moron): If Yesol is pure recklessness, then officer Juni is her opposite, being a cautious overthinker who holds back her strongest attack because she’s a little unsure whether her opponent is low on Essence or not even when said opponent is clearly weakened and injured. Unfortunately, you’re an overthinker just like her. While this might be useful to avoid unnecessary risks, you tend to be so cautious and paranoid that it’s very likely you stop in the middle of a battle just to think more about your opponent’s condition and capacities and be sure of your next moves. This behavior is especially dangerous in battles where a few seconds can change everything.

Disappointing Essence Control (+200 CP - Can’t be taken by Humans): Not all Aberrants have the same amount of control over their Essence. Most recently awakened Aberrants are complete novices, barely capable of keeping their energy stable and inside their bodies, but your Essence Control is somehow worse than theirs. Due to your extremely poor Essence Control, you won’t be able to activate your Essence and strengthen your body without flooding your whole body with it and wasting a lot of it. You can’t even restrain your Aura, as you’ll spill your Essence over everywhere even when you’re not in a state of activation. Triggering your Gift is also incredibly difficult, as you’ll probably need a few minutes of concentration and/or a huge amount of Essence.
To make matters worse, your healing ability is so wasteful and inefficient that it’s virtually impossible for you to recover from bigger wounds without spending your whole reserve of Essence. You’ll only be able to fight properly as any average Aberrant if you have an absurd reserve of Essence to make up for your extremely poor Essence Control.

Weakest Kind of Aberrant (+300 CP - Can’t be taken by Humans): Not all Aberrants have the same amount of Essence, but you're a little different from normal Aberrants because you’ve definitely lost in the genetic lottery in this aspect. You don't have nearly as much Essence as the average Aberrant does, causing you to be incredibly weak and barely count as an Aberrant. Your extremely low reserve of Essence is only enough for you to trigger your Gift or heal small wounds a few times a day at best before getting completely exhausted. Even your Aura at its strongest will be faint and only people nearby you can sense it.
To make matters worse, Aberrants like you are considered useless by the Aberrant Corps, so it’s likely they’ll decide to simply execute you if you aren’t a **Corps Member**. You’ll only be able to fight properly as any average Aberrant if you have an extreme Essence Control to make up for your extremely low Essence Capacity.

Giftless Restriction (+300 CP - Can't be taken by Humans): Aberrants might have superhuman physical condition and the ability to heal themselves, but what truly makes them incredibly dangerous is their Gifts, powerful abilities that allow them to kill mundane people with a single flick of the wrist. This might even be true for the Godlings, as, even if their physical condition far surpasses that of Aberrants, they're godlike due to their supernatural abilities. However, you're quite the anomaly in this world because you're completely unable to use your Gift for the duration of your stay here. You can still acquire a Gift here, but you won't be able to use it until post-jump.

If You Want It, Just Take It (+300 CP): "If you want something, seize it. If someone hurts you, repay them tenfold. There is only room for one ego". This is the life motto of basically every member of the Lee family (including Sayeon to a lesser degree no matter how much she denies it). Even if you have literally no relation to the Lee family, you've inherited their dangerous mindset, including all of their confidence, aggression, unscrupulous mentality, and, of course, loose screws. Like them, you'll be willing to crush anyone who stands between you and your goals or who harms your loved ones. Post-jump, you can choose to keep this mentality and aggressivity, being able to turn it on or off at will.

Something Pretending to be Human (+300 CP): Do you know why anyone does anything? For love. Everything you do, you do because you love others, something and/or yourself. Now, imagine losing all your love. Well, you won't have to imagine it, because, either as a result of a deal with a Godling or not, you've lost your capacity to feel love and any other emotions. In the same way as Sara Lee, you've been stripped of your humanity, essentially becoming akin to a psychopath who others would describe as feeling like something merely pretending to be human. Theoretically, while you're currently emotionless, your ideals and morality weren't affected, but there is no guarantee that you won't find yourself losing them gradually due to your lack of empathy or sense of guilt. This drawback synergies especially bad with the **If You Want It, Just Take It** drawback, as you'll become a ruthless, inhuman monster on par with Sara Lee herself.

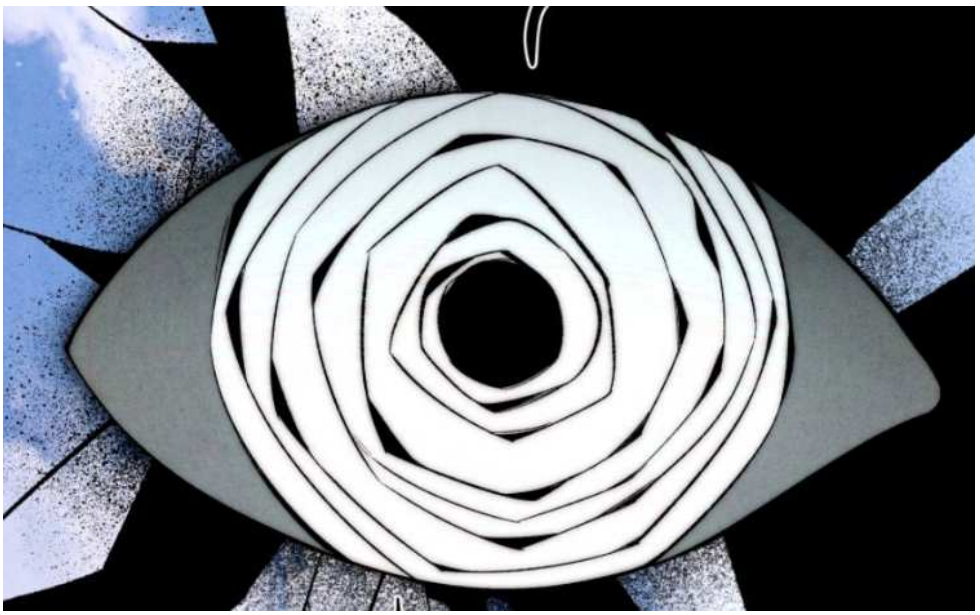
Restrained by the Gods (+400 CP): Something went wrong during your entrance into this universe. Somehow, the Godlings that have abandoned their physical existences noticed your arrival and attempted to prevent it using their divine power. While they weren't able to prevent you from entering in this setting, you've been reduced to just your BodyMod, with all of your out-of-jump perks, powers and abilities having been removed until the end of your stay here. This also affects any of your existing companions, restricting them to their original power. Fortunately, you still maintain anything purchased from this jump and those Godlings think that they were able to prevent you from reaching here so you won't need to worry about them.

Armed With Your Gift and Nothing Else (+400 CP): Feeling confident enough in your abilities to be willing to relinquish your possessions in order to attain greater

power? If you take this drawback, it means you are. While you keep any item purchased from this jump, none of your out-of-jump items will enter this jump with you and will be preserved far away from your range until the jump is completed. This even extends to your followers (which many times are considered as part of items) and your Warehouse, which you won't be able to access.

Proud, Solitary Being (+400 CP): So, you're willing to abandon your own closest allies for the duration of your stay here in order to achieve greater heights, then show me how far you'll improve yourself by sacrificing others for your own gain.
While you can still take Companions in this jump, you can't bring any of your existing Companions and followers into this jump, as you'll enter this world on your own, without your allies' support.

Sickly World (+400 CP): A single, unarmed man had a psychotic break in front of an apartment complex. What if someone walked by? The man would have attacked them. If he had a knife, perhaps he would have even killed them, resulting in one death. If he had a gun, he would have killed a few more, causing four deaths. A bomb instead? Ten dead. However, the man was an Aberrant, so 342 people had been killed by him in the ensuing rampage.
Aberrants are living, breathing weapons that can be seen as ticking time bombs, mingling with normal, defenseless people. The aforementioned incident is what happens when they lose their control and, in moments like that, the Aberrant Corps is important to stop them.
However, the counterpoint to this argument is that the very system imposed by the Aberrant Corps and the government is what causes a lot more mental instability, stress, and criminal violence born out of a lack of any good options. By the default time of your arrival in this world, the society would be at a stable period thanks to the flawed form of order maintained by the Aberrant Corps, but, by taking this drawback, this won't be the case anymore.
The situation with the Aberrants reached a boiling point worldwide, with psychotic breaks and rampages like that becoming far more common, to the point of them happening here at least once a week. While instability and tension take over the streets due to the regular humans being scared, the government and the Corps will be overwhelmed because the crime syndicates will notice the opportunity to thrive in chaos and will also become far more active and bold than before.
To make things worse for the government, the redacted information about Godlings, especially Cain and Lilith, will leak to the general public, resulting in mass protesting and in a population even more desperate due to the possibility of Lilith awakening in the mainland of the country. This information going public also means that the rest of the world's governments will discover about Lilith and they decide to intervene (read it as invade) in order to acquire it for themselves. Depending on how the international scenario evolves, it's very probable that a large-scale war might break out.
At this point, society will be basically crumbling down. Good luck, you'll need it.



The God of Time (+800 CP): No, this is definitely a bad idea. Among the Godlings who have shed their physical forms and now exist as incorporeal beings, there is one of them that is different from its brethren. Known simply as the Wishing Well's Godling or the Eye, this Godling once had complete authority over time itself and was probably one of the most powerful beings that ever lived in this sickly world, having already experienced everything during his millenia of existence, from tasting life's sweetest fruits to witnessing the greatest tragedies, again and again.

Eventually, it grew bored and, looking for a new way to experience things and satiate its appetites, it began to make deals with humans and turn them into its Champions in exchange for their humanity. Unlike other proud Godlings, it has chosen many champions over the eons, having traded away most of its power and received so much humanity in return. Its latest Champion was Sara Lee herself.

Under normal conditions, the Eye would be only focused on turning Sayeon or Samin into its new Champion, as its existence has been incredibly dull since Sara Lee's death, but something changed its goal: it noticed you and discovered your true nature as a Jumper,

Seeing you as a possibility for it to reach and experience entirely new worlds, it'll try to destroy or at least force into a deal in order to steal your status as a Jumper and thus acquire access to the greater multiverse. Its power is currently imperfect as they've waned ever since it lost its host, Sara Lee, and they'll only return to normal once it blesses a new Champion. However, it'll probably grant more of its temporal power essentially for free to both Samin and Sayeon in exchange of them helping it to defeat you. It might even decide to turn other unblessed humans into new Champions too, granting them abilities like slowing down time, aging inducement, or even actual time travel.

Once its time manipulation returns to its perfect state (possibly with the help of a Champion with a Gift similar to Sayeon's), the Eye will also regain its ability to freely travel through time, from the Age of the Godlings to the far future. Fortunately for you, your arrival in this world is a fixed point in the timeline so it won't be able to affect it in any meaningful way, but the Eye will still be able to manipulate past events and shape the present in order to create opportunities to defeat you or force you into submission.

Keep in mind that the Eye knows basically every slightly important human and Aberrant that has ever lived or will live on this planet, as well as having encyclopedic knowledge of the whole human history (because it saw history happening again and again), so it knows perfectly what is needed to change and manipulate to ensure the worst possible present for you. At least, as a partially inhuman being, it still doesn't fully understand humans so its manipulation skills aren't the best ones, but it has essentially infinite attempts to manipulate the right people.

Furthermore, even if its manipulations and Champions aren't enough to defeat you, the Eye will eventually decide to take a drastic measure: alter the past to undo the deals he made with some of Champions, losing the humanity it values so much in exchange of recovering a good deal of its lost power. It might even travel back in time to prevent itself from transcending into a bodiless existence, all in order to fight you directly.

At this point, the Eye will probably be the most dangerous being in the whole world, even considering all other Godlings, but, as it's be constrained to a physical body once again, it'll be far easier for you to kill it once for all. That is, if this god of time doesn't have a way to cheat death by using temporal variants of itself.

Under normal conditions, you could convince the Eye to become your Companion if it was completely sure of your nature as a Jumper, but this isn't the case here.
You can't negotiate with the Eye, you can't rationalize with it and it won't stop until it finally kills you and usurps your status as a Jumper.

Good luck, my friend. You'll need it.

-Ending-

Go Home: Return to your home, with everything you gained until now.

Stay Here: Continue in the world of Hand Jumper, ending your Chain.

Move On: Go to the next jump and continue your adventure.

-Capstone Boosted Perks-

Essence of a Leader: Aera Son's charisma and arrogance were so perfect and absolute that it approached a kind of divinity as one could describe it. This is why she earned the title of Divine Witch, the god that watched over the Aberrant Corps whose reputation was matched only by her power. Of course, her power wasn't dependent on her charisma and reputation, as she was still likely the most powerful Aberrant of the modern era even without them, but, for you, reputation can be an actual power source. You'll receive a power boost proportional to how popular you are to the sentient beings of the universe/dimension you're currently in. If you're well liked by your cell's members, this power boost will basically be unnoticeable, but, if you're beloved by essentially the entire Aberrant Corps, then you'll easily be 50% more powerful than before. While this boost might seem small, there is no upper limit for it, so imagine how powerful you would become if you're inside your personal universe while you're extremely popular with all the beings that live in there.

The King Piece: Sayeon might be a frighteningly efficient manipulator and schemer, but her greatest flaw is that she tends to assume that people will act like emotionless machines, just like herself. Fortunately, this isn't a problem for you, as you have a wealth of knowledge and skill when it comes to psychology, possessing a deep understanding of how an individual's behavior is affected by their emotions, mental health, underlying desires and fears, allowing you to precisely predict most people's behavior by simply taking in consideration their emotional and mental states in your

schemes and manipulations. Additionally, you can also instinctively sense how much someone trusts you (or at least how much they're willing to follow your suggestions and orders).

Scum Rises to the Top: Previously, I said you would have an easier time climbing the hierarchy, but, in truth, you've already reached the top of the Aberrant Corps as the fourth Level 10 Officer of this entire country, even if you aren't actually a Level 10 Aberrant in terms of power. However, keep in mind that you'll still be below in ranking to the other three Level 10 Officers who are members of the 310 Council and heads of their respective HQs. Alternatively, if you're part of a criminal organization or even just an ordinary citizen affiliated only with the government instead of a member of the Corps, you'll be in a similar position of authority, like a captain of the Sea Wolves or the governor of one of Koryo's provinces.
Furthermore, in future worlds you visit, you may start as a part of the highest rank (but below the actual true leaders) of whatever organization you're part of if you want to. For example, if you're a professional hero in the One Punch Man universe's Hero Organization, you would already start as an S-Class Hero, but still below the executives who truly run the organization. Meanwhile, if you're a member of the Empire's military in the Akame ga Kill world, you may already have the rank of general instead of just being a mere soldier or captain.

Angel of Death: You might have a talent extremely fitting for an executioner, but nothing prevents you from actually helping and supporting others as a proper angel. You have also learned to do the opposite: now, instead of merely being capable of weaponizing healing/support abilities to make them as deadly and grotesque as possible, you can also modify the nature and effects of any and all offensive abilities you might have to give them support and/or healing properties. However, you need to keep in mind that weaponizing support/healing abilities is far easier and gives more effective results than wielding offensive abilities to support/heal others.
Do you have the ability to generate a deadly poison? You can modify the poison to make it stimulate the target's muscles and thus increase their physical strength or to make it only affect parasites and other pathogens infecting them. Do you have telekinetic powers? You can set it to automatically stop attacks around a specific target. Are you capable of creating weapons made of pure Essence? You can form them around your body to turn them into improvised armor.

Impossible Healing Capacity: Thanks to your physiology being naturally adapted to your Essence, you've become a truly miraculous prodigy whose capacity to heal and recover from damage reached an unprecedented level, essentially giving you the best healing abilities among all Aberrants.
While healing usually requires concentration and a clear mind to all other Aberrants, you're capable of instinctively healing your injuries in a basically reflexive way, even if you're currently unconscious. You can also restrain this automatic healing at will if

you want to stay injured for some reason. This can be useful if you need to disguise yourself as an injured soldier for example.
Your active form of healing also became far more powerful than before, giving you the ability to regenerate lost body parts, as well as more energy-efficient too, with it consuming the same amount of energy as strengthening your body. For example, if you have the 400 CP version of the **Enhanced Essence Capacity** perk, you would be able to regenerate entire limbs two or three times before completely exhausting your reserve.
Furthermore, by combining your enhanced regeneration with the automatic healing, you're capable of instinctively healing even brain damage without suffering any memory loss or any other type of sequelae, as long as at least 30% of your brain remains intact and you have enough remaining Essence (but keep in mind that healing your brain consumes far more energy than healing any other body part). You could survive decapitation as long as someone else or someone else manages to reattach your head quickly.

Domain of the Wolves: The Sea Wolves accumulate most of their forces in their territories and this is why not even the Corps dare to attack them inside their domain, where they're at their strongest. However, this affirmation is especially true for you. Every time you're inside one of your territories, you'll receive a power boost that scales proportionally to said territory's size. If you're in your apartment, this power boost will basically be unnoticeable, but, if your territory is essentially an entire small country, then you'll easily be 50% more powerful than before. While this boost might seem small, there is no upper limit for it, so imagine how powerful you would become if you're inside your personal universe.

Hunter of Relics: The Relics are probably the most common type of actual treasures in this world, but, despite their powerful effects and abilities, the usage of basically every Relic is based on their costs. Depending on the price needed to use a Relic, it can be something that can be used indefinitely or be a last resort instead. Fortunately, the sacrifices needed to use any Relic are lessened to a quarter of their original price when you're the one wielding them.
For example, normally, the Class B Relic known as Sub Rosa requires the sacrifice of four tongues every new moon to keep its anti-memetic effect active, but, if you were the one wielding it, it would only require the sacrifice of a single tongue every new moon or the sacrifice of four tongues after four new moons. Post-jump, this effect is extended to any other type of esoteric ritual or artifact that requires sacrifices to be used in the same way as the Relics.

Legacy of the Founder: The legacy of the youngest brother of the Blessed Brother Four not only remained untainted even centuries after his death, but it also grew and prospered, thanks to his descendents being equally great leaders. From probably a single shelter managed by the founder himself to an enormous network of Nests run by the Concordat. Now, the same applies to your legacy. This perk ensures that any

nation, team, army, cult, corporation, crime syndicate, or basically any other kind of organization you create will also be granted to have leaders and administrators that are at least as skilled as you at managing it once you pass the baton. There's no guarantee if the circumstances will allow your organizations to prosper in the same way as the Concordat did, but you won't need to worry about them breaking down to poor leadership.

The King/Queen In Crimson: To grow more powerful, an Aberrant can train their Essence Control and output, as well as strengthen their body in order for it to endure the strain caused by circulating Essence through it.
However, an Aberrant's maximum Essence Capacity will remain stagnant no matter how hard they train, as there's no natural or artificial way to increase their reserves. If an Aberrant was born with a small amount of Essence, they'll need to lead with this for their entire life. But that isn't your case.
Thanks to your special physiology naturally adapted to your own Essence, you're capable of increasing your reserves by pushing yourself to the brink and stimulating your Essence Capacity through training, practice and combat. The rate of how your inner reserve of Essence grows depends on your potential and talent, but it isn't unlimited with this perk alone. Furthermore, post-jump, this perk's effect will extend to also affect any other usually stagnant reserves of esoteric energies you might have, like Cursed Energy in the Jujutsu Kaisen world or Mana in Mushoku Tensei world, allowing you to increase them in the same way as you can do with your Essence.

The Kindness Factor: There are many unhinged criminals and officers with clear sociopathic tendencies in this world, but most of them have one thing in common: they're still humans with emotions. However, this isn't the case of every single being in this world, as there are psychopaths, both those that were naturally born this way and those who had their emotions stripped of them due to a deal with a Godling. There's also the case of the Godlings themselves, as they're inhuman beings who don't feel emotions the same way as humans do. Now, your actions and presence also has the effect of helping emotionless/inhuman beings to gradually become better and more "human" if this is what they wish for. Even Godlings could slowly awaken their own "humanity" while someone like Sara Lee could recover hers with your help. There's a certain Godling with authority over time itself that would love to meet you if it discovers this effect.

Humanity's Uprising: You might be a military genius capable of guiding humanity's armies to victory even when facing a Godling if you have enough resources, but you can do anything against a threat you're completely unaware of. For example, there's a real risk that a dormant Godling might one day be discovered in the underground of a random city and, once freed, it might awaken and cause mass destruction, leaving little to no time for the army to plan and prepare a coordinated attack.

Fortunately, you have the ability to literally sense any possible threat for you, the organization(s) you're part of and/or the people you're currently protecting. The precision and range of this ability varies to the danger that said threat poses, with a single mundane thief being essentially invisible while you would be able to pinpoint the location of a particularly powerful Godling in the range of a country. Keep in mind that this doesn't inform you about the threat's nature and powers, only where they are and how much danger they pose.

-Notes-

1. As SLEEPACROSS mentioned in the Patreon, the world of Hand Jumper isn't a one to one recreation of a mundane Earth, as the existence of Godlings and Aberrants altered the course of human history. For example, the main story takes place in "고려" (romanized to Koryo or Goryeo), located where Korea normally would be. There were also mentioned other countries like Sakdian (implied to be located in the Middle East) and Ruthenia (probably located in Europe);
2. To be honest, I wanted to simplify the explanation of this setting's power system even more (since this system is actually quite simple), but there are so many small details that would leave room for misunderstandings if I didn't explain them. This resulted in the explanation of Essence and the Gifts becoming too long;
3. Surprisingly, no Aberrant was shown having the ability to output raw Essence without some Gift, so you'll technically also be the first one to do this if you have the **Aberrancy Tester** or the **Angel of Infirmary** perks;
4. **Level 10 Aberrants** are special because they're the strongest of their kind and are absolute monsters compared to all other Aberrants (including Level 9 Aberrants), being the closest thing they have to Godlings. It's said that they're functionally invincible at full Essence (excluding against Godlings themselves of course). Their Gifts are also perfect when compared to others Aberrants';
5. Theoretically, you'll be a **Level 10 Aberrant** if you fulfill at least one of the following requirements: have a **Perfect Gift**, have the 400 CP version of the **Enhanced Essence Capacity**, have the 400 CP version of the **Enhanced Essence Control**, or have the **The King/Queen In Crimson** perk and reached your peak;
6. The amount of points required to advance to each level in the Aberrant Corps are:
    - **Level 1:** Starting ranking of every trainee;
    - **Level 2:** 5 points;
    - **Level 3:** 10 points (15 in total);
    - **Level 4:** 20 points (35 in total);
    - **Level 5:** 40 points (75 in total), first rank of an full-fledged officer;
    - **Level 6:** 80 points (155 in total);
    - **Level 7:** 160 points (315 in total);

    - **Level 8:** 320 points (635 in total);
    - **Level 9:** Theoretically 640 points (1275 in total);
    - **Level 10:** Theoretically 1280 points (2555 in total), but this level might have some special requirement in addition to the points considering how special Level 10 is for Aberrants and the fact that the Corps has only a few Level 10 officers.

7. Some of my ideas of customized Gifts are:

- **Yellow Gifts:**
    - **Power Meter:** This is a simple Gift that allows its user to sense an Aberrant's Essence Capacity and Color by touching them;
    - **Essence Manipulation (Perfect Gift):** This is the Yellow Essence's property of affecting other people's Essences to its utmost degree. This Gift allows its user to freely amplify or nullify any external manifestation of Essence, as long as their power doesn't greatly dwarf theirs. They can also manipulate internal Essence when touching other Aberrants, allowing them to effectively force them out of their activation state or even shut down their healing;
- **Orange Gifts:**
    - **Repulsion:** This Gift has a similar nature to Iseul's Telekinesis, but it's imprecise, doesn't have fixed targets, and only generates a powerful repulsive wave from the user's hands;
    - **Decay (Perfect Gift):** By physically touching objects (or people) and imbuing them with Essence, the user can cause them to disintegrate into dust. No physical defense or strengthening through Essence can protect someone from this Gift's effect. This Gift is meant to come from that Godling who was said to be capable of turning people to dust with a single touch;
- **Blue Gifts:**
    - **Essence Bow:** This is a simple Gift that consists in generating a bow and arrows made of Essence. While the bow must stay near the user, the arrows are pretty destructive and have a large range;
    - **Essence Constructs (Perfect Gift):** All imperfect Blue Gifts can make a single type of constructs, so a Perfect Blue Gift like this one can grant its user the ability to generate any Essence-based construct (without moving parts) they think of, from tendrils and walls to blades and spikes. Their power and range would vary according to how much Essence it was used to make them, unlike other Blue Gifts' constructs that tend to have fixed power/range;
- **Green Gifts:**
    - **Essence Armor:** This works similarly to Instructor Sang's Gift, but, instead of increasing the user's strength, this one is completely focused on increasing their defensive power;
    - **Essence Juggernaut (Perfect Gift):** Why only focus on defense or on strength when you can have both? This Gift allows its user to manifest

an energy armor around specific body parts to greatly enhance them. Need more speed? Simply manifest it around their legs. More jumping height? Manifest it around legs too but with a slightly modified form. More strength? Manifest it around the arms;

- **Red Gifts:**
  - **Animal Senses:** When activated, this Gift greatly enhances the user's sensory abilities by giving them animalistic senses, like heightened sense of smell and vision beyond the visible spectrum of light. The main problem is that the user's brain might end up overwhelmed due to the new senses. This is an example of a Gift with a flaw instead of a tradeoff;
  - **Overwhelming Presence (Perfect Gift):** The aura of a powerful Aberrant is already overwhelming to others but this Gift leads this to a whole new level. This Gift greatly amplifies the potency of the user's aura to the point that merely releasing it may kill ordinary humans and weaker Aberrants, while paralyzing most other Aberrants. Even fellow Level 10 Aberrants would feel intimidated by the pressure of the user's aura. This overwhelming aura can also be condensed into the user's physical attacks to further enhance them. This Gift is loosely inspired by Conqueror's Haki;
- **Purple Gifts:**
  - **Illusory Sounds:** Basically, the user is able to perfectly mimic sounds they have listened to before. This Gift's range is pretty good but it can't harm other people;
  - **Subliminal Control (Perfect Gift):** By creating illusions filled with subliminal/memetic patterns, the user is able to gradually hypnotize people exposed to them, allowing them to manipulate their memories, their emotions or even mind control them. Even strong-willed people are vulnerable to this, but it takes some time until the effect kicks in;
- **Teal Gifts:**
  - **Teleportation:** Basically the space variant of Sayeon's basic time manipulation. This Gift allows the user to teleport short-to-mid distances within their viewpoint. This can also be used to teleport other people together with the user, but, the more mass is teleported, the more Essence will be consumed exponentially;
  - **Fungi Manipulation (Perfect Gift):** There was a Godling that was able to become one with the forests themselves, so it's not unthinkable of a Perfect Teal Gift to allow a similar feat. This Gift allows the user to induce and manipulate the growth of a special type of fungus, as well as giving them the ability to temporarily fuse with the fungus to sense everything near its mycelial network in a very, very large range. This can also be used offensively as the fungi can quickly grow to trap or even smash enemies;

8. Sara Lee's possible Time Travel Gift is the best example of a Perfect Time-related Gift;
9. As I mentioned before, you need to fanwank your backstory to decide how being a **Godling** (or a **Half-Godling**) interacts with your chosen origin (and power-boosting perks), as all the origins were made for Aberrants (and sometimes regular humans) in the first place;
10. When it comes to powerscaling Aberrants, Juni Chang is the perfect example of how powerful a Level 7 Aberrant is, Yesol Na is the perfect example of a Level 8 Aberrant, and Minguk Gyeon is the perfect example of a Level 9 Aberrant;
11. Technically, there is a ninth type of Essence, that is **Colorless**, but this is basically the type possessed by every mundane human and any other living being that isn't related to the Godlings in this world. It's intangible and has no unique properties;
12. Up to the current point in the series, no known Aberrant in history has managed to reach the levels of the 400 CP versions of the **Enhanced Essence Control** and the **Enhanced Essence Capacity** perks;
13. The **Aberrant Demigod** perk is based on my headcanon that Aera Son had some Godling blood for some reason, as she's literally the only Aberrant that was represented with the same eyes as the Godlings. Not even Sara Lee, who was a Godling's Champion, was show with such eyes (at least not yet);
14. If you're a **Human** and take the **Aberrant Demigod** perk, you'll be completely immune to the negative effects or Rapture, because your body will be able to handle the excess energy;
15. You can't use the **Conspicuously Blank Backstory** perk to erase parts of your backstory that are affected by drawbacks. For example, if you take a drawback that gives you a criminal record, you won't be able to erase it;
16. Ryujin is an example of an Aberrant naturally gifted at sensing Essence but still untrained, Father Hope is an example of the regular kind of Detector, and Minnie seems to be an example of an **Elite Detector**;
17. About **The God of Time** drawback, the Eye is similar to Seongjun Lee from The Warrior Returns due to their capability to manipulate events using time travel, but the Godling is far worse and more dangerous than the Resurrection Warrior due to having far more experience as well as possessing a more versatile and powerful form of time manipulation;
18. Optionally, if you have taken the **Sleeping Deity** item, you can choose for the Godling to actually be **Lilith** instead of a random one. This means she won't be replaced by new one if she ever dies (like how it usually works with regular followers) and another random Godling will be in the possession of the Begonias instead;
19. The OC Companions are based on John Doe (UnOrdinary), Tatsumaki (One Punch Man), Shoko Ieiri (Jujutsu Kaisen), Regulus Corneas (Re:Zero), All For One (My Hero Academia), Charlie Morningstar (Hazbin Hotel), Abby (We Are

101), and Julius (Corpse Knight Gunther). This time I decided to add images for most of them;
20. Thanks to Particular-Judge9906 for your suggestions;
21. Unless mentioned otherwise, if any of your items are lost, destroyed, stolen, or depleted, then they'll reappear in your Warehouse in their previous condition after a week, with any beneficial modifications being retained;
22. **Drawbacks** are removed after the end of the jump;
23. The series is still ongoing, so I'll probably update this jump to add new content at some point.

-History-

V 1.0: Released
V 0.1: W.I.P.